

# PRIMA® OFFICIAL GAME GUIDE

XBOX 360 PS3 PC



# BEOWULF

## The Game



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# BEOWULF™

## The Game

**PRIMA OFFICIAL GAME GUIDE**

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# INTRODUCTION

Sometimes, even heroes need a little help.

Beowulf is no exception. While he sometimes fights alone, he often brings along his trusty thanes, battle-hardened warriors who help him win the fight regardless of the odds. Consider this book an extra thane—a helper that will be at your side in every challenge you face.

*Beowulf* is an action game, but that doesn't mean there's nothing to learn. There are loads of combos to master, subtle nuances of the Heroism and Carnal Fury systems to learn, and a number of hidden treasures to discover. What at first seems like a straightforward hack-and-slash romp soon becomes something much more when you need not only to fight well but also to manage an upgrade path between the two extremes of carnality and heroism. Make no mistake, there's more here than you expected. We'll cover it all.

Chapter 1 is a quick overview of basic commands and the combat interface. Check it out to get a basic working knowledge of the game before jumping in.

Chapter 2 is an overview of plot and characters. It even compares the game to the heroic poem on which it's based, in case you hobnob with academics.

Chapters 3 and 4 cover advanced topics like upgrading your powers and mastering combat techniques. Read these chapters to learn the skills you'll use time and again throughout the campaign.

Finally, chapters 5 through 8 provide a step-by-step walkthrough of the game from start to finish. You can keep it by your side as you play, or refer to it only as needed. Either way, it's there for you.

That said, let's get right into it. There are monsters to slay, battles to win, and kingdoms to conquer. It may seem daunting, but fear not: With the help of this book, forging a legend has never been so easy.

## ACKNOWLEDGMENTS

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# CONTROLS

**T**his chapter gets you up to speed on *Beowulf's* basic controls and onscreen interface. You'll learn how to do all of Beowulf's common moves and how to read the information on your screen as you play the game.

Once you've mastered this information, check out chapters 3 and 4 for an in-depth look at using these commands to direct your thanes and perform complex attacks.

## CONTROLS

Here's a list of basic controls, and their default buttons or keys on each platform:

### CONTROLS

COMMAND	PC	PS3	XBOX 360
Move	<b>W</b> , <b>S</b> , <b>A</b> , <b>D</b>	Left analog stick	Left analog stick
Camera	Mouse	Right analog stick	Right analog stick
Light Attack	Left mouse button	■	X
Heavy Attack	Right mouse button	▲	Y
Roll/Pick Up Weapon	Space Bar	X	A
Grab/Struggle	Middle mouse button	●	B
Command Interface	Left Ctrl	L1	LB
Event Camera	<b>R</b>	R1	RB
Block/Locked Strafe	Left Shift	L2	LT
Carnal Fury	<b>caps lock</b>	R2	RT
Pause	<b>esc</b>	START	START
Game Status	<b>F1</b>	SELECT	BACK

The following sections provide extra information on what each command does.

### MOVE



This moves Beowulf around. He has only one speed (there is no "run faster" button). You can press the Roll/Pick Up Weapon button repeatedly to make Beowulf roll, however, which gives him a bit of extra speed.

### CAMERA



This command moves the camera. Use this to explore the area or to get a better angle on the action.

### LIGHT ATTACK



This command triggers a fast, moderately damaging attack, using whatever weapon Beowulf is holding. (If no weapon is held, the attack is barehanded.)



Tap this button several times to chain Light Attacks together.

Most combo attacks (see chapter 4) start with a press of the Light Attack button.

## HEAVY ATTACK



This command triggers a slow but damaging attack using whatever weapon Beowulf is holding. You won't often press this button by itself, because Beowulf is somewhat vulnerable as he winds up for this attack.

More often you'll press this button to finish a combo attack. (See chapter 4 for details.)

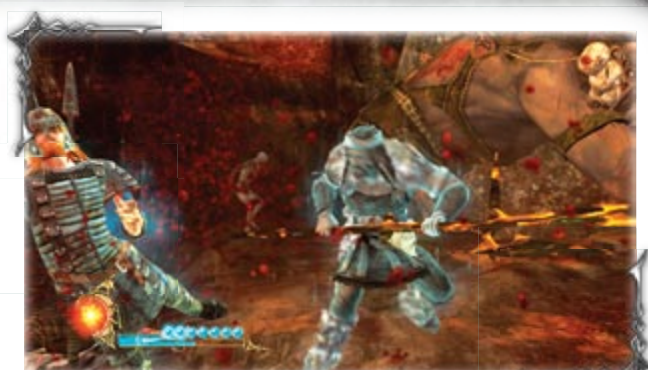
## ROLL/PICK UP WEAPON



This button has several uses.

When moving around normally, this button makes Beowulf roll. Rolling is faster than running, so press this button to get out of a tight spot quickly. Or tap it repeatedly to speed up your movement if you need to reach your goal quickly.

When a weapon is underfoot, this button makes Beowulf pick it up (dropping his current weapon in the process, if necessary).



When holding down the Block/Locked Strafe button to face an enemy, move left or right and tap the Roll/Pick Up Weapon button to trigger a dodge.

## GRAB/STRUGGLE



Repeatedly tap this button to get a grip on an enemy.

### TIP

Tougher enemies require faster tapping of the Grab/Struggle button. If you don't tap fast enough, the enemy breaks your grip.

Once you have a grip on the opponent, an onscreen prompt typically appears, showing you a menu of damaging moves. Rapidly tap the button corresponding to the move you want, and you'll perform that move. (See chapter 4 for more on these moves.)





## NOTE

Grab/Struggle is often used against boss monsters. When fighting bosses, you generally won't see an onscreen menu of options after you successfully Grab/Struggle. Instead, you may need to watch the screen for a prompt, then press that button to damage the boss.

Each boss is different. Refer to the walkthrough chapters (chapters 5–8) for specific info on how to beat each one.

If an enemy gets a grip on *you*, you'll need to rapidly tap Grab/Struggle to break free.



Grab/Struggle is also used to scale walls and cliffs. To reach a ledge or handhold, repeatedly tap the button while holding the control stick in the desired direction.

## NOTE

When crawling along a wall or cliff, you sometimes must cross a very long distance. To do this, first press and hold the control stick in the direction you want to go. This starts Beowulf swinging.

After he's swung back and forth a couple of times, press *and hold* Grab/Struggle just as he's starting to move in the direction you want to go. Holding down the button is essential—it's what gives you the extra distance on your first lunge.

After that initial lunge, you can go back to tapping Grab/Struggle as usual.

Grab/Struggle is also used to pull weapons out of weapons piles and to pick up heavy objects that you can then throw at enemies.

## COMMAND INTERFACE



Press and hold this button to open the Command Interface, which is simply an onscreen menu of up to four choices. Depending on the circumstances, some, all, or none of those choices may be available to you. The choices are:

**PERFORM TASK (TOP ICON):** Orders the thanes to interact with an object. Usually this involves opening or closing a door. Each press of the button assigns a group of three thanes to the task; you can speed up the task by assigning more than one group.

**RALLY (BOTTOM ICON):** Orders thanes to rally around Beowulf. Useful for recalling the thanes if they're performing a task somewhere else. You may need to press this multiple times if multiple groups of thanes have been assigned to tasks.

**ACTION BOOSTER (LEFT ICON):** When the thanes are performing a task, Action Booster triggers a rhythm mini-game that lets you speed up their progress.

**HEROIC BOOST:** Powers up the thanes, temporarily giving them extra offensive and defensive powers.

Chapter 3 provides more detailed info on each Command Interface command.

## Extra PC Keys

Because the PC has extra keys, it has direct shortcuts to the various Command Interface orders. The defaults are:

## PC COMMAND INTERFACE SHORTCUTS

COMMAND	KEYS
Perform Task	Left Ctrl + <b>W</b>
Rally	Left Ctrl + <b>S</b>
Action Booster	Left Ctrl + <b>A</b>
Heroic Boost	Left Ctrl + <b>D</b>



## EVENT CAMERA

Whenever something important is happening, the Event Camera icon flashes in the upper right corner of the screen.

When you see the icon, press and hold the Event Camera button to zoom in on the action and see what's happening.

The Event Camera usually shows you one of two things. When you have a specific objective, the camera will show it to you. For example, if you need to kill the enemy leader, the Event Camera shows you that leader's location. Or, when one of your thanes is getting killed, the Event Camera shows you that thane's location so you can go rescue him.



### TIP

Stay alert for the Event Camera icon at all times, or you may miss out on important events.

## BLOCK/LOCKED STRAFE

Face an enemy, then press and hold this button. Now you're in Locked Strafe mode. The camera zooms in somewhat.

You'll continue to face in this direction as long as you hold the button down. While you're in this mode, you don't turn as you move left or right. You merely slide sideways without altering your viewpoint.

While holding this button down, you'll automatically block some incoming attacks with your shield or weapon. You have a good chance of blocking as long as the attack is one that *can* be blocked (some can't), it's coming from in front of you, and you aren't busy attacking.

Even better than blocking is dodging. If you hold down Block/Locked Strafe and tap Roll/Pick Up Weapon, you dodge in the direction you're moving. Dodging not only lets you avoid attacks but it also tends to give you health because dodging is a heroic move (more on that in chapter 4). And if you quickly tap Light Attack or Heavy Attack after your dodge, you automatically perform a devastating counterattack.



### NOTE

Dodging and counterattacking is a potent technique that you'll use again and again. The tougher the battle, the more valuable this technique is.

## CARNAL FURY

Press and hold the Carnal Fury button to enter Carnal Fury mode. The circular gauge in the bottom left corner of the screen shows how close you are to Carnal Fury. When it's mostly red, you can trigger Carnal Fury with just a tap. When it's mostly empty, you must hold down the button for a few seconds to trigger this mode.



While in Carnal Fury, your strikes and grab moves deal massive damage. Be careful, though: You no longer differentiate between your thanes and the enemy while in this mode. If you start an attack while your thanes are nearby, you can strike and kill them. You can even grab them with Grab/Struggle, and if you aren't careful you can kill them.

Carnal Fury is discussed in greater detail in chapters 3 and 4.

## PAUSE

Press this button to pause the game and bring up the Pause menu. From here you can adjust various game settings, such as your controller configuration.



## GAME STATUS



The Game Status screen gives you several kinds of useful information:

**CARNAL/HEROIC SLIDER:** Shows which sort of moves (carnal or heroic) you're using most. This is discussed more in chapter 3.

**CURRENT OBJECTIVE:** Lists your current objective, if you have one.

**UPGRADE STATUS:** Appears only after a certain point in the game. This shows how much you've upgraded your carnal and heroic abilities. (See chapter 3 for more on this.)

**ITEMS:** Shows how many thanes you've released from captivity, how many rune shards you've collected, and how many magic items you've collected. (Again, refer to chapter 3 for more on this.)

**COMBO BOOKS:** Illustrates the various combos you can use. We list all combos in chapter 4, but it's nice to see them in action.

**ACHIEVEMENTS:** On Xbox 360, shows you which Xbox LIVE achievements you have unlocked.

**COMPLETION BOX:** Shows how much of the game you have completed and how long you have been playing.

## ONSCREEN INTERFACE

The bottom left corner of the game screen shows you most of what you need to know, but other interface elements will pop up from time to time.

actions. (See chapter 3 for more on Heroism.) If it's red, the thane is about to be killed, and you need to rescue him by running over and knocking enemies off him.

## YOU AND YOUR THANES



The circle in the bottom left corner is your Carnal Fury gauge. The redder it is, the less time you'll take to enter Carnal Fury.

The golden bar beneath the Fury gauge is your health bar. The more filled it is, the healthier you are. The filled area turns from blue to red when your health is critically deficient.

The dots above your health bar represent each of your thanes (a.k.a. loyal warriors). If a dot is solid blue, that thane is healthy. If it's glowing blue, the thane has been heroically boosted by your

## OTHER INTERFACE ELEMENTS



If you're fighting a boss, that boss's health bar appears in the top center of the screen.

Hold down the Command Interface button to bring up the Command Interface, from which you can select a command by pressing the appropriate button.

If something important is happening, a blinking Event Camera button appears onscreen, prompting you to use the Event Camera.

Finally, if all your thanes are glowing blue (and therefore are heroic), an onscreen prompt reminds you that you can trigger a Heroic Storm, a damaging supermove that's discussed more in chapters 3 and 4.

Controls

The Story

Tips & Techniques

Combat



# THE STORY

If you find yourself a bit confused about what's going on in *Beowulf*, why it's happening, or who a particular character is, this is the place to look. We'll also briefly cover the differences between *Beowulf* the game and *Beowulf* the epic poem, an ancient text that serves as the source material for both the game and the recent movie.

You can skip this chapter if none of this stuff interests you—we won't hold it against you! But knowing exactly what's going on can make the game a lot more enjoyable.

## CAUTION

There are mild spoilers throughout this chapter, so hold off on reading it if you want everything in the game to be a complete surprise.

But in the event you have decided to read this beforehand, we have deliberately omitted the details on a couple of the biggest surprises in the game. You'll just have to play through to the end to reveal those!

## THE PLOTLINE IN A NUTSHELL

### NOTE

This is the plotline for *Beowulf* the game, not *Beowulf* the poem. Look for a brief discussion of differences between the game and the poem at the end of this chapter.

He fights the monsters on his own. He nearly dies, but is saved by a supernatural creature—apparently a goddess—who bestows on him the power of Carnal Fury.

This power allows Beowulf to tap into superhuman strength, and will henceforth be a great asset to him. Beowulf eventually wins the battle.



The time is the early Middle Ages (probably the early eighth century). The game starts in Viking lands, where Beowulf and Brecca, two proud young warriors, are about to have a race. Both are Geats (members of a particular tribe of Vikings).

The race starts on land but eventually becomes a swimming contest. In the middle of the contest, sea monsters attack. Beowulf sends Brecca back to shore and



## GRENDEL AND HIS MOTHER



King Hrothgar of the Danes has a problem. Every night a monster named Grendel invades Herot, his great mead-hall, and kills anyone he finds there.



#### NOTE

A mead-hall is a great hall where people gather to drink and celebrate.

Nobody in the Danish kingdom is able to deal with Grendel, and as a result the kingdom is miserable.



Beowulf hears of this and sails to Denmark to try his hand at killing the monster.



He lies in wait inside Herot, the great mead-hall, and succeeds in tearing off Grendel's arm, killing him. This earns the undying respect of King Hrothgar and his wife, who present Beowulf with a golden horn as a gift.

It soon comes to light, however, that Grendel has a mother, and she's as much or more of a threat than Grendel ever was. Beowulf now endeavors to seek her out and destroy her too.



He does indeed find her, but she turns out to be the very same goddess who granted him his powers of Carnal Fury. He cannot resist her, and instead of killing her succumbs to her powers.

## KING OF THE DANES



Beowulf awakens from his time with the goddess to find himself king of the Danes. He must now deal with two great challenges.

First is a disturbance at a village called Ingelthorp, where the villagers have taken to worshipping a giant, supernatural wolf.



Second is an attack on Danish lands by Brecca, who, still bitter that his rival Beowulf always bested him whenever they clashed, has massed a Viking army to conquer Denmark.



Controls

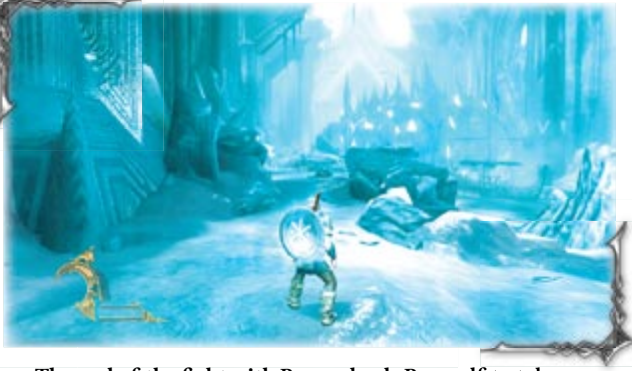
The Story

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## IMPORTANT PEOPLE, PLACES, & THINGS



The end of the fight with Brecca leads Beowulf to take a journey to Hel, the frozen hell of Viking lore, to learn more about his fate. There, he vies with supernatural forces and learns more about the origins of Grendel.

### THE DRAGON



Finally, time passes and Beowulf becomes an old king. A dragon has started to ravage the land, and a startling revelation about where the dragon came from forces Beowulf to take on this challenge himself—despite his advanced age.

This battle with the dragon is the final chapter in Beowulf's proud saga.

#### NOTE

We have not explicitly told you about a couple of plot twists. Now that you know the story's basic framework, though, you'll understand exactly what's happening in the game, and you'll spot those twists immediately.



**BEOWULF:** The hero of the story. A warrior with supernatural strength.

**BRECCA:** Beowulf's longtime rival. Runs a race with Beowulf at the start of the game, then comes back as an adversary later on.



**THE DRAGON:** Beowulf's nemesis in the final stages of the game.

**GEATS:** The name of Beowulf's Viking tribe. (They are never explicitly called Geats in the game; the name comes from the epic poem.)

**GRENDEL:** A horrific creature who haunts the Danes and gives them no peace.

#### GRENDEL'S

**MOTHER:** Also known as the goddess. A supernatural creature that represents carnal desire. Beowulf benefits from her gifts, but also struggles against her evil.







**HEL:** The Viking hell. It is a frozen place, rather than a fiery one.

**HELA:** Mistress of Hel. A very powerful, malicious supernatural being.



**THE QUEEN (WEALHTHEOW):** King Hrothgar's wife. In the poem she is called Wealhtheow—an awkward name, so it's no surprise that she is never explicitly named in the game.



**HEROT:** The mead-hall of King Hrothgar.



**UNFERTH:** The somewhat evil-looking counselor to King Hrothgar. Later in the game, you can buy carnal upgrades from him.



**HROTHGAR:** The old king of the Danes. He serves as narrator throughout the game.

**HRUNTING:** Unferth's sword, given to Beowulf before he goes to slay Grendel's mother. It turns out to be a very ordinary blade.



**WIGLAF:** Beowulf's best and oldest friend. He comes along with Beowulf on most of his adventures. Later in the game, you can also buy heroic upgrades from him.





**THE WOLF:** A giant, supernatural wolf that the villagers of Ingelthorp have fallen to worshiping.



**WULFGAR:** Herald to old King Hrothgar. Later in the game, he holds the map that's used to travel to various parts of your kingdom.

## THE GAME VS. THE POEM

*Beowulf* the game is based on *Beowulf* the epic poem, a document originally written in Old English around the year 1000.

### ABOUT THE POEM

Most scholars think the poem existed in some form for hundreds of years, recited by poets but never written down, before a scholar finally decided to commit it to paper.

Since the manuscript was originally written in Old English, a language that is startlingly different from modern English, there are many translations.

### THE POEM'S STRUCTURE

The poem has two or three parts, depending on how you look at it.

The first part is where Beowulf defeats Grendel.

In the second part (or the second half of the first part, if you consider *Beowulf* a two-part poem), Beowulf takes on Grendel's mother.

And the third part takes place many years later, when Beowulf is an old king and must protect his land and his people from a threatening dragon.

### DIFFERENCES BETWEEN THE POEM AND THE GAME

*Beowulf* the game takes elements from the poem and transforms them into an engaging and fresh plotline. As a result, there are many differences between the two.



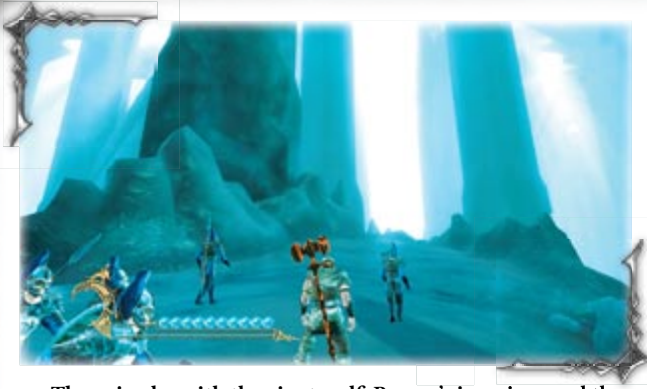
There are some similarities, of course. The battle with Grendel, for example, is much the same in the poem and the game.

In the poem, Beowulf's mother is not the seductive goddess that she is in the game. In fact, there is no goddess whatsoever in the poem. The Beowulf of the poem simply kills Grendel's mother, and that's that.

The poem has a number of Christian references, though the subject matter is essentially pagan. Many scholars believe that the original oral poem was a pagan or non-religious poem, but that the scholar who wrote it down on paper was himself Christian, and so introduced those elements.

In the poem, Beowulf never becomes king of the Danes in Hrothgar's stead. He does, however, become king of the Geats, his Viking tribe, later in life.





The episodes with the giant wolf, Brecca's invasion, and the journey to Hel are not part of the poem. Of the three, only Brecca is mentioned in the poem, and only in passing.



Despite these differences, *Beowulf* the game manages to successfully capture many elements from the poem: the feeling of Scandinavia in the Dark Ages, the heroic ideals that Beowulf strives to attain, and even the conflict between the old paganism and the newer Christian worldview, which you see later in the game when a crone hands Beowulf a rune with a cross-shaped symbol on it.

## ON TO THE STRATEGY

Now you know the basics of both the game and the poem. When someone asks you about Beowulf, you can now pretend to be both a video game expert and a member of the literary elite.

Now let's move on to some strategy!



## TIPS & TECHNIQUES

**T**his chapter covers all the important concepts in *Beowulf*, such as Heroism, Carnal Fury, and the Legacy system. It also provides tips and techniques that will help you get the most out of the game: how to manage your thanes, how to collect valuable items, how to upgrade your powers...it's all here. The only big topic *not* covered here is combat. That's the domain of chapter 4.

We strongly recommend that you read both this chapter and the next one before plunging into the game. Those two chapters will give you an excellent feel for how the game works.

### HEROISM



Heroism is an important concept in *Beowulf*. It's important to understand what it is, what it does, how you get it, and how you lose it.

### WHAT HEROISM IS, AND HOW TO GET IT

Heroism is a measure of how well you are fighting. You build up Heroism every time you:

- Perform a combo attack (the longer the combo or the more enemies you damage, the better).
- Successfully dodge an enemy attack.
- Perform a counterattack after a successful block or dodge.
- Perform an attack out of a roll.
- Save a thane (more on that later in the chapter).



#### NOTE

For the game's purposes, single Heavy Attacks are considered combo attacks, so you *do* gain Heroism from single Heavy Attacks, including Heavy Attack finishing moves performed when the enemy is lying on the ground.

You lose Heroism by:

- Getting hit by an enemy.
- Going too long without a battle.

### WHAT HEROISM DOES

As you gain Heroism, you fill up your health gauge, which also serves as a Heroism gauge.

#### NOTE

Read that twice, because it's important! Your health gauge is also a Heroism gauge. The fuller it is, the more health and Heroism you have. Health and Heroism are inseparable in *Beowulf*.

As your health/Heroism gauge slowly fills, eventually you enter a Heroic state. You'll know this has happened because you glow blue.

While in a Heroic state, you deal more damage and your enemies are less able to parry or block your attacks.



## HEROISM AND THANES



Most of the time, Beowulf is surrounded by thanes. These burly warriors are like Beowulf's personal honor guard. They row the boat when he needs to get somewhere; they move heavy obstacles that get in his way. And they fight at his side whenever there's a scrap. They aren't nearly as powerful as Beowulf himself (so don't expect them to win any battles on their own), but they do help out when the going gets rough.

A line of dots atop your health bar shows the number and condition of your thanes. Blue dots indicate live, combat-ready thanes at your disposal.

As the health/Heroism gauge fills up, it eventually starts to fill past the thane dots on top. When the health/Heroism gauge fills past one of the thane dots, that thane becomes Heroic as well. His dot glows a brighter-than-normal blue—and the thane himself starts to glow as well.

Heroic thanes fight substantially better than non-Heroic thanes. They deal more damage and are less likely to get themselves into trouble (more on that later in the chapter).

## HEROIC STORM AND HEROIC BOOST

Having Beowulf and as many thanes as possible boosted is a great thing. There's something else you can do with your built-up Heroism, as well.



When at least some thanes are boosted, you can open the Command Interface and select the rightmost icon (the clenched fist). What happens as a result depends on whether all your thanes are glowing blue.

If all of your thanes are glowing blue, selecting this command triggers a Heroic Storm. Everyone (Beowulf and thanes alike) now gets a super-bonus to the damage they deal. Thanes cannot be

killed during a Heroic Storm, either, so you don't have to worry about them at all.

The Heroic Storm lasts until you run out of surplus Heroism. The time varies and is based at least in part on how many thanes you have. You can prolong the Heroic Storm by continuing to perform heroic actions (combo attacks and dodges) while the Storm is active.

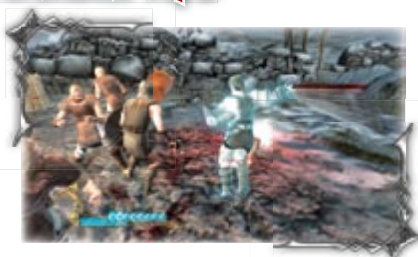
If some but not all thanes were Heroic when you triggered the fist icon, everyone gets a Heroic Boost. This is like a mini-Heroic Storm. It improves your warriors' fighting ability for a while, but it is not as powerful or long-lasting as the full-on Heroic Storm.

A few important facts about Heroic Storm and Heroic Boost:

- You lose some of your built-up Heroism (and therefore, health) when you trigger either of these powers. You lose three glowing thanes' worth of Heroism/health for triggering the Heroic Storm, and one glowing thane's worth for triggering the Heroic Boost.
- Getting hit by an enemy instantly ends a Heroic Storm or Heroic Boost. So be careful!
- As mentioned earlier, you can prolong the effects of Heroic Storm and Heroic Boost by continuing to perform heroic actions while either is active.

## HEROISM TIPS

Use combo attacks and dodge/counterattack maneuvers as much as you can. This will add Heroism, keeping you healthy and your thanes glowing blue.



Your health/Heroism gauge increases in length with each thane added to your army. It is, therefore, usually a great idea to rescue a trapped thane or save one who's about to die. That thane is useful not only as a follower, but also as a benefit to the amount of health and Heroism you can build up.





Carnal Fury (described next) wipes out most of your health and Heroism, though you can use it to inflict massive damage. As you proceed through the game, you'll need to gauge each situation and decide whether the battle calls for the team approach of Heroism or the fast, raw-damage output of Carnal Fury.

## CARNAL FURY



When Carnal Fury is active, Beowulf goes into a frenzy and unleashes massive killing power; all of his attacks become vastly more damaging.

To activate this combat mode, press and hold the Carnal Fury button until everything goes red.

Carnal Fury is in many ways the opposite of Heroism. Whereas Heroism is all about leading and protecting your thanes, Carnal Fury is about going solo and inflicting massive damage. Carnal Fury can be a bit risky, because it leaves you weak and can even kill your thanes—but when you need to crank out lots of raw damage, and fast, it's hard to beat.

## THE CARNAL GAUGE



The Carnal gauge is a circle at the lower left corner of the screen. When the circle is filled with red, Beowulf is very close to Carnal



Fury and can trigger the power with just a tap of the Carnal Fury button. When the red circle is tiny (or even nonexistent), Beowulf is nowhere near his fury state. You must hold the Carnal Fury button for several seconds before the power may be triggered.

Carnal Fury lasts until all the red in the gauge has gone. (The Carnal meter slowly loses power over time; there's nothing you can do about it.) At that point Beowulf is stunned and left helpless for a few moments before returning to his normal state.

### NOTE

You can cancel Carnal Fury manually by tapping the Carnal Fury button again.

## WHAT CARNAL FURY DOES

Here are some important facts about Carnal Fury:

- You deal much more damage to enemies in this mode.
- Whereas in normal combat you can never hurt a friend with your strikes, in Carnal Fury you can hurt your allies. Therefore you must be careful if thanes are around.
- In Carnal Fury you can actually grapple with your own thanes. Be careful! If you accidentally grab a thane when you were trying to grab an enemy, stop tapping the Grab/Struggle button until you release him.
- Rolling, blocking, and dodging don't work in Carnal Fury.
- Some feats, such as picking up certain extra-heavy objects or hurting certain durable enemies, can be achieved only in Carnal Fury.
- When you activate Carnal Fury, you lessen your health/Heroic gauge. This, combined with the fact that you're briefly stunned when the fury leaves you, makes you quite vulnerable when you exit Carnal Fury.
- When you first trigger Carnal Fury, you release a burst of energy that damages anyone nearby. The initial energy burst is greatly magnified if you are standing near a fire at the time.



## CARNAL FURY TIPS

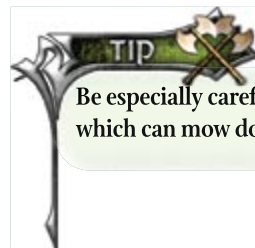


Carnal Fury instantly wipes out most of your health and Heroism, and cancels the blue glow from all of your thanes. Think twice before using Carnal Fury when you're flush with health and Heroism, and your thanes are all fighting well.

On the other hand, if you are low on health and Heroism and the situation is looking grim, Carnal Fury is often just the thing to turn the tide.

You emit a damaging wave when you activate Carnal Fury, so try to do it away from your thanes. That's especially true if you're near a fire, which will amplify the damage wave.

Try to keep track of where your thanes are. Avoid fighting right next to them while in Carnal Fury—you're likely to kill them with your strikes.



Be especially careful if you have a two-handed weapon, which can mow down anyone within a very large radius.

You can't roll during Carnal Fury, and you also can't see very well, so it's not the best mode to be in if you need to get somewhere fast. Consider holding off on it until you're near your target.

Watch the Carnal Fury gauge, and remember that you'll be briefly stunned when you come out of Carnal Fury. When you're running low on fury and about to snap out of this mode, try to get as far away from enemies as possible to reduce the chances of getting hit while stunned.

## THE LEGACY SYSTEM

Between Episodes 4 and 5, you'll be introduced to the Legacy system. Essentially, the Legacy system is a battle between your Carnal (monster slayer) and Heroic (hero king) sides.

In Episode 5, the game starts keeping track of which methods you use to kill enemies. At the end of each episode and after the completion of each objective, you'll see a tally screen that shows which skills—carnal or heroic—you used more often to kill your enemies. You are then awarded upgrade points in whichever area you used more. The upgrade points can be used later to upgrade powers associated with that area.

This also affects a slider visible from the Game Status screen. Each time you, say, earn some carnal upgrades, that slider tilts to the Carnal side. And each time you earn

heroic points, the slider moves to the Heroic side. Eventually the slider gives you a clear picture of which methods you favor in battle.

## HOW THE LEGACY SYSTEM WORKS

How, exactly, do you tilt the slider in favor of carnal or heroic deeds as you fight your battles? Here's a breakdown of how you can get points in either the heroic or carnal categories.

### HEROIC POINTS AWARDED

ACTION	POINTS AWARDED
You kill an enemy while you're Heroic (glowing blue)	1
Thane kills an enemy	1
Enemy is killed during Heroic Storm	3

### CARNAL POINTS AWARDED

ACTION	POINTS AWARDED
Kill enemy with a grab move	3
Kill enemy while in Carnal Fury	6
Kill enemy with grab move while in Carnal Fury	12



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At the end of the fight, all the points are tallied up and you receive upgrade points in the area where you scored the highest.

### NOTE

In addition to the mechanism we just explained, you can also gather heroic or carnal upgrades by collecting rune stones and by fighting a pack of enemies called Disirs.

Check out the “Collecting Rune Stones” section near the end of this chapter for more on rune stones, and refer to the walkthrough chapters for specifics on fighting the Disirs.

## UPGRADES

Upgrades can be purchased only at Herot. Talk to Wiglaf to purchase heroic upgrades, and talk to Unferth to get carnal upgrades.

Each power can be upgraded as many as four times. The first upgrade always costs one upgrade point; the second upgrade costs two; the third costs four; and the fourth and final upgrade costs a whopping eight points.

Heroic powers include:

### HEROIC AURA

**LEVEL:** Increases the range of the Heroic Boost. In other words, your thanes can be farther away when you trigger Heroic Boost, and still benefit.



**HEROIC STORM LEVEL:** Makes Heroic Storms last longer.

**DEFENSE LEVEL:** Helps your thanes defend against mortal attacks. Heroic Events (discussed later in this chapter) last longer and occur less frequently.

**LEADERSHIP LEVEL:** Increases the duration of your thanes' Heroic state when you use Heroic Boost.

Carnal powers include:

### CARNAL FURY

**DURATION LEVEL:** Makes Carnal Fury last longer.

### CHARGE SPEED

**LEVEL:** Lets you charge up and activate Carnal Fury faster.

**DAMAGE LEVEL:** Increases your attack power within Carnal Fury.

**STUN BREAKER LEVEL:** Reduces the time you're stunned after Carnal Fury is done.



## CONSEQUENCES OF THE LEGACY SYSTEM

The more you specialize in carnal or heroic deeds, the more upgrades you'll get in those respective areas.

There are other consequences, as well. Near the end of the game, you may notice differences in Herot and how other characters react to you, based on whether you've gone to the Heroic or Carnal side of the meter. Also, the tactics you'll use in the game's final battle are based on which side of the spectrum you chose.

## LEGACY SYSTEM TIPS



It's best to get a few upgrades on both sides, so even if your fighting style is predominantly heroic or carnal, fight a few battles using the opposite style so you can score some upgrades.

If you really want to be a hero king, it's easy to ensure that you follow that path. Just look back at the tables showing how Heroic Points are awarded, and focus on scoring kills that way (with boosted thanes and Heroic Storms). On the flip side, if you want to be a monster slayer with a carnal focus, be sure to enter Carnal Fury a lot, and remember to score the occasional grab kill while you're in that state.

When upgrading carnal or heroic powers, be sure to upgrade every power at least a little. Those first couple of upgrades only cost a couple of points, so there's no reason not to take them.

### TIP

Which powers should you upgrade most? Our favorites are Defense, which helps keep your thanes alive, and Damage, which makes your Carnal Fury rampages even more devastating.

Ultimately, the path you choose doesn't make a vast difference in how you experience the game. It's just a nice bit of extra flavor, and a cool way to enjoy the game a bit more if you choose to replay it (because you can follow the opposite path on your second play-through).



## ALL ABOUT THANES



As mentioned previously, thanes are the warriors who accompany you on your adventures. The more thanes you have, the longer your health/Heroism gauge gets. So in addition to their help in fighting enemies, thanes add to your potential health simply by existing.

### MONITORING THANE HEALTH

Each thane is represented by a dot above your health/Heroism gauge.

If the thane dot is solid blue, that thane is okay.

If the thane dot is glowing blue, that thane is Heroic, and is more effective in combat than a normal thane.

If a thane is in serious trouble and needs your help, his dot turns red. (More on this soon.)

When a thane dies in combat, a cross icon temporarily replaces the blue dot that represented him. Then the icon disappears completely.

When you hold down the Command Interface button, all available commands appear. Each command is represented by an icon. A button or key hovering near the icon shows you what to press to issue that command. Possible commands include:

### ORDERING YOUR THANES



Thanes look to you for guidance. While they do fight back automatically when attacked, you have to dip into the Command Interface to give more specific orders.

To give thanes orders, press and hold the Command Interface button.

#### NOTE

Button and keyboard commands for all platforms are listed in chapter 1; check there when in doubt about which button or key to press.

COMMAND	ICON APPEARANCE	EFFECT	NOTES
Perform Task (top icon)	Helmets with up arrow	Orders thanes to perform a situation-specific task, such as open a door	Appears when an appropriate object is nearby
Rally (bottom icon)	Helmets with down arrow	Orders thanes to abandon whatever task they were doing and return to combat mode	Useful for making the thanes gather around you
Heroic Storm (right icon)	Fist icon	Available when at least some thanes are Heroic	Triggers a Heroic Storm if all thanes are blue; otherwise triggers a Heroic Boost
Action Booster (left icon)	Helmets	Opens the Action Booster mini-game (discussed below)	Available when thanes are performing specific tasks, such as rowing or pushing obstacles



## THE ACTION BOOSTER MINI-GAME

The Action Booster mini-game is a rhythm game. It consists of a big circular play area with a smaller target circle at the top. Golden line segments spin around the big circle; these represent the beats of the song. Whenever a segment enters the target circle, press a button. For short segments, tap the Light Attack button. For long segments, press and hold the Heavy Attack button until the segment is completely through the target.



You lose the game if you miss too many beats. You miss a beat if you press the wrong button, or press the right button too early or too late. You can also miss a beat by not holding the button long enough, or by holding it for too long. Always watch the golden segments: They are your guide to which button to press, and for how long.

Each time you correctly finish a section of song, the entire play area flashes blue. That's good, but don't stop: Keep playing until the song is complete and the mini-game disappears on its own. Only then have you completed your task.

Successfully completing the mini-game speeds up or improves whatever your thanes happen to be doing at the time.



flashes red. Miss too many times, and the game cancels, forcing you to start over.

Each time you correctly finish a section of song, the entire play area flashes blue. That's good, but don't stop: Keep playing until the song is complete and the mini-game disappears on its own. Only then have you completed your task.

Successfully completing the mini-game speeds up or improves whatever your thanes happen to be doing at the time.



### NOTE

Most tasks will *eventually* get completed if you just order the thanes to do it—even if you never play the Action Booster mini-game. But you may be in for a long wait.

### TIP

There are times when your thanes must work quickly. For example, enemies may be about to pour through a door. By playing the Action Booster mini-game, you can make the thanes close the door before any enemies get through.

Some circumstances demand the Action Booster, some are better with it, and some are best without it. Examples:

- If your thanes are rowing and your ship is about to hit a rock, you *must* use the Action Booster to stay alive.
- If your thanes are opening a door in the middle of nowhere, you don't have to use the Action Booster—but it's nice to speed things up.
- If you're being attacked while some of your thanes are busy performing a task, don't try the Action Booster; you'll just get hit and the mini-game will be canceled. Instead, fight to defend your thanes while they work.



## HEROIC EVENTS AND THANE DEATH



Though Beowulf is something of a one-man army, he needs his thanes for certain tasks. If every single thane dies, then the game is lost—just as if Beowulf himself was killed.



## NOTE

In some circumstances, you need to keep more than one thane alive. You need three thanes, for example, to close a door that enemies are pouring through. If you get whittled down to two thanes, you automatically lose.

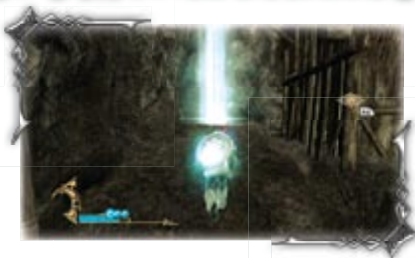
It's possible to keep your endangered thanes alive. Whenever a thane is in serious trouble, his dot flashes red and an Event Camera icon appears onscreen. Pressing the Event Camera button shows you a close-up of the endangered thane, who is usually being held down or severely thrashed by an opponent.

This situation is known as a Heroic Event. When these occur, the best policy is to run over to the thane (use the Event Camera to find him first, if necessary) and knock away the enemies killing him. If you get there quickly enough, you not only rescue the thane, but you also increase your Heroism.

Always keep a lookout for Heroic Events. Keeping your thanes alive just makes good sense.

## BEAMS OF LIGHT (THANE RESURRECTION)

Periodically, a bright shaft of light appears from the heavens. When this happens, run beneath it and any thanes who were killed in combat are magically restored to life.



These beams are rare; they typically only occur after a major battle is done (or sometimes, at key points within a battle).

The Event Camera shows you the location of these beams, so there's no excuse for not knowing where they are! Learn to anticipate them after big fights, or between waves of enemies in a multi-part battle.

## NOTE

Light beams don't last forever; they disappear if you're too slow. Consider repeatedly pressing Roll/Pick Up Weapon to speed yourself up as you run for the beam!

## LEVELS &amp; EXPLORATION



Most areas in *Beowulf* are pretty straightforward. They generally feature a single main path, with a few dead ends or side areas scattered here or there. You generally won't get lost as long as you pay a little attention to landmarks, such as gates, campfires, and rock formations.

Whenever a spot that's off the beaten path is important, we mention it in the walkthrough. Just so you know what to expect, though, here are some key points about *Beowulf*'s geography.

## RUNE DOORS

Some doors open only if you possess the appropriate magic rune. These runes are different from the carnal and heroic rune shards we discuss later in this chapter; rather, these are intact runes that you are handed at specific points in the game. The markings on the rune will correspond to markings on the door.



## LOOP-BACKS

Some levels feature loop-backs. These are paths that lead back to earlier parts of the level. In some cases it's mandatory to use these loop-backs; in others, they're just a convenience so you can go back and revisit places you didn't thoroughly explore before.

## TIP

In at least one situation, a loop-back is the only way to access a secret area with a legendary weapon.



## RETURN TO EXPLORED MAPS



You can revisit two major areas of the game. You'll get that chance just before the final act of the game. Revisiting them can be useful if, for example, you want to go back and look for rune shards that you missed on the first go-round.

## COLLECTING IMPORTANT ITEMS

There are a number of things to keep your eyes out for in *Beowulf*. Here's a list of the things you can collect, and how to go about doing so.

## COLLECTING WEAPONS

Weapons come in three main categories: normal, shadow, and legendary.

Normal weapons are ordinary tools. Shadow weapons are magical variants of normal weapons, and are extra damaging and extra durable. Legendary weapons are super-durable and extremely potent.

You can always grab weapons from weapons piles and from your enemies. Starting with Episode 4, you can equip yourself with weapons from the armory every time you leave Herot. But how do you collect weapons and add them to the armory screen?

### NOTE

While chapter 4 discusses weapons in a battle context, this section is just concerned with finding and collecting them.

### TIP

Once a weapon is in your armory, it's there for good. Even if you take it along in battle and it breaks or you drop it, that weapon will still be in the armory the next time you visit it.

## NORMAL WEAPONS

Normal weapons are automatically added to your armory as the game progresses.

You receive the shield and sword very early in the game, when you first take off from Herot.



A war spear is given on the second occasion you depart Herot. A war hammer is added to your collection for the departure after that.

## SHADOW WEAPONS

Shadow weapons are more potent than normal weapons. Here's how you get them:

You get a shadow sword and shadow spear by stealing them from Shadow Thanes during battle. As long as you steal each weapon and hold it (however briefly), it is then added to your armory permanently. (See the walkthrough for more information on the battle with the Shadow Thanes.)



The shadow shield is hidden; you'll find it somewhat after the battle with the Shadow Thanes.

The shadow hammer is located in Hel, the frozen Viking version of the underworld. (Again, check the walkthrough for details on exact locations.)

## LEGENDARY WEAPONS

Legendary weapons are always located in hard-to-find spots (or at least, in spots where they can be overlooked). You usually have to find these weapons the first time you pass through a level; they won't necessarily be there if you revisit the level later.



The walkthrough chapters provide precise locations for all of these weapons, but just so you have a rough idea:



- The legendary sword is located in the cave of Grendel's mother. You'll find it before you encounter Grendel's mother in Episode 4.
- The legendary shield is located behind a door in the Baneful Bogs; you'll find it in the early-middle part of the game.
- The legendary spear is found somewhat before the Shadow Thanes battle (mentioned in the "Shadow Weapons" section, above).
- The legendary axe is located in the Pernicious Falls region, and is found quite late in the game. You'll need to go back to a section of the level you explored previously to grab it.

## COLLECT RUNE STONES

You have slots for six rune stones in your inventory. Rune stones come in two types: heroic (blue) and carnal (red).



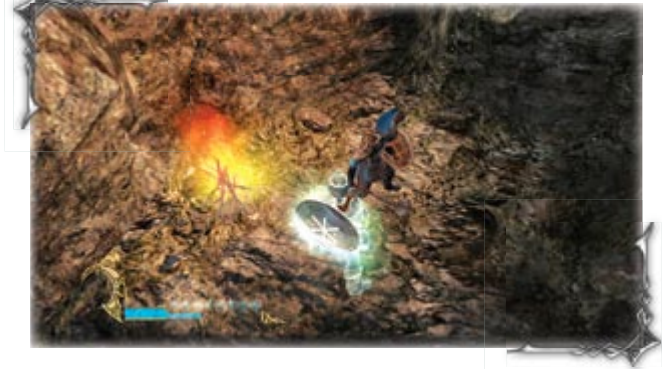
You don't find the stones in complete form; instead, you find shards of the stones. Five rune shards make a complete rune stone.

Each time you complete a rune stone, you gain some heroic or carnal upgrade points. This makes rune stones worthwhile things to look for.

Here are some facts about rune stones:

- All rune stone shards are found in the Baneful Bogs and Pernicious Falls areas. These are areas you can return to later, so it's possible to go back and find shards that you missed on the first pass.
- There are a total of 16 carnal and 16 heroic rune shards in the game. But since you only have six rune stone slots (and each rune stone is made of five shards), you only need 15 of each type to complete your rune stone collection.
- There are not enough shards to fill up your six rune stone slots with only carnal or only heroic runes. So collect every shard you see, until you have a total of three complete stones of one type. Then just look for rune shards of the other type.

## COLLECT THANES



At certain points in the game, you can liberate trapped thanes. These thanes will join your army, making you stronger.

This chapter won't go into details on where those thanes are; just know that there are only a few of them, and that the walkthrough points them out whenever they appear.



# COMBAT

Chapter 3 explained important concepts like Heroism and Carnal Fury, but it didn't describe how to use them in combat. This chapter's focus is on making you a better fighter by teaching you to use every tool at your disposal: combo attacks, Heroism, Carnal Fury, the dodge-and-counterattack technique, and more. By the time you're done here, you'll have a great understanding of how to effectively fight in *Beowulf*.

## OVERVIEW OF MOVES

First, let's review the moves you'll be using again and again as you play through *Beowulf*.

### NON-COMBO ATTACKS

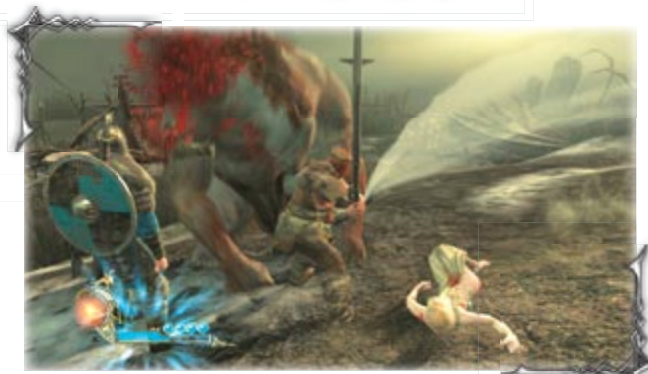


An example of a non-combo attack is repeatedly tapping Light Attack without ever adding a Heavy Attack. If you do this, you just keep slashing at enemies.

This is a possible way to fight, but there is no real benefit to it. You won't deal great damage, and you won't build up Heroism this way (see chapter 3 for a full overview of the Heroism system).

One exception: If you're in the middle of a pack of enemies and you're just trying to cut an opening so you can quickly roll out of there, tapping Light Attack a couple of times is a good way to clear a path.

### COMBO ATTACKS



Combo attacks are either:

- A series of Light Attacks followed by a single Heavy Attack, or
- A single Heavy Attack.

You don't have to let go of the control stick while you're doing a combo; you can adjust your position throughout the combo. Continually adjust your aim to match your targets' location as your strikes push them around; if there are several enemies around, you can even turn to include new targets in the last part of your combo.

### COMBO ATTACKS BY WEAPON

The weapon you're holding affects how the combo looks and how much damage it deals, but in general, the same button sequences create combos regardless of your weapon.

Most combos are simply one or more taps of Light Attack followed by a Heavy Attack, though you can also press Heavy Attack by itself and get credit for a combo.



Longer combos deal more damage and score more Heroism.

Possible combos include:

### UNARMED COMBOS

BUTTON SEQUENCE	RESULT
Heavy Attack	Double-fisted smash
Light Attack, Heavy Attack	Punch, uppercut
2 Light Attacks, Heavy Attack	Punch, punch, kick
3 Light Attacks, Heavy Attack	Punch, punch, punch, super-punch

### ONE-HANDED WEAPON COMBOS

BUTTON SEQUENCE	RESULT
Heavy Attack	Overhead slash
Light Attack, Heavy Attack	Slash, impaling stab
2 Light Attacks, Heavy Attack	Slash, slash, spinning slash
3 Light Attacks, Heavy Attack	Slash, slash, slash, spinning slash

### ONE-HANDED WEAPON AND SHIELD COMBOS

BUTTON SEQUENCE	RESULT
(Holding Block/Locked Strafe) Heavy Attack	Overhead slash
(Holding Block/Locked Strafe) Light Attack, Heavy Attack	Slash, impaling stab
(Holding Block/Locked Strafe) 2 Light Attacks, Heavy Attack	Slash, slash, delayed slash
(Holding Block/Locked Strafe) 3 Light Attacks, Heavy Attack	Slash, slash, slash, shield charge

### TWO-HANDED WEAPON COMBOS

BUTTON SEQUENCE	RESULT
Heavy Attack (causes some splash damage)	Thunderous overhead smash
Light Attack, Heavy Attack	Slash, delayed slash
2 Light Attacks, Heavy Attack	Slash, poke with weapon handle, spinning slash

### SHIELD-ONLY COMBOS

BUTTON SEQUENCE	RESULT
(Holding Block/Locked Strafe) Heavy Attack	Shield charge
(Holding Block/Locked Strafe) Light Attack, Heavy Attack	Shield bash, shield charge

### SPEAR COMBOS

BUTTON SEQUENCE	RESULT
Heavy Attack	Sweeping double slash
Light Attack, Heavy Attack	Slash, impaling stab
2 Light Attacks, Heavy Attack	Slash, slash, sweeping slash, sweeping slash

### BLOCK AND DODGE COMBOS

BUTTON SEQUENCE	RESULT
(Hold Block/Locked Strafe)	Block incoming attacks
(Holding Block/Locked Strafe) Dodge, then Light or Heavy Attack	Dodge incoming attack, then counterattack

Notice that any time you have a shield, it's important to hold down Block/Locked Strafe before starting your combos.

Also notice that simply blocking an attack counts as a minor combo, and counterattacking after a dodge counts as a very powerful combo (which bestows a lot of Heroism).

### FINISHING MOVES



If you're standing over an enemy who has fallen but is not dead, press the Heavy Attack button. (This works only if you have a weapon in hand.) You'll perform a spectacular finishing move that deals severe damage and adds to your Heroism.

Bear in mind, however, that even this powerful move may not actually kill the enemy. But you can keep performing the move until it does.



## BLOCK/LOCKED STRAFE FIGHTING



Face an enemy while holding down Block/Locked Strafe, and your whole fighting technique changes.

Moving sideways in this mode causes you to slide around the enemy without turning away. This may allow you to attack your enemy from a vulnerable angle.

You'll automatically block some incoming attacks (assuming, that is, that you're facing the attack, that the attack is blockable, and that you aren't attacking at the time).

No matter how useful sideways movement and blocking might be, dodging and counterattacking is the gold standard when fighting this way. Each time you dodge an enemy attack, you gain a lot of Heroism. Plus, if you quickly tap Light Attack or Heavy Attack after the dodge, you will counterattack. Counterattacks are almost guaranteed to hit, they provide you with more Heroism, and they deal excellent damage.

### TIP

Even if there is no incoming attack, consider dodging and immediately attacking. The dodge serves to get you around the enemy defenses, setting up possible combo attacks.

This technique works best against enemies with shields, or enemies who are good at parrying straight-on attacks.

## GRAPPLING

Press Grab/Struggle to get an initial grip on an enemy, and continue to rapidly tap the button to cement that grip.



Once you've established a firm grip, an onscreen menu is likely to come up.

### NOTE

This grapple menu may not come up if you're fighting a boss—you need unique strategies to defeat bosses. Refer to the walkthrough chapters (5–8) for details on each boss.

The full grapple menu includes the following options:

**STRUGGLE:** Keep pressing the Grab/Struggle button after the menu pops up, and you'll continue to struggle, weakening the enemy. This is a moderately damaging attack.

**THROW:** Rapidly tap the Light Attack button to toss the enemy. This is by default the least-damaging grapple attack (aside from Steal Weapon), but if you manage to toss your enemy into an obstacle, you can deal extra damage. And if you toss the enemy into other enemies, you can damage all of them.

**CRUSH:** Rapidly tap the Heavy Attack button to perform a Crush move. This move is the gold standard of grappling attacks. It can deal truly extraordinary amounts of damage, especially when you're in Carnal Fury, and especially against trolls.

**STEAL WEAPON:** This attack deals no damage by default, but it does steal your enemy's weapon. And when you grab the weapon you toss the enemy aside, which can deal some damage if the enemy hits an obstacle as he flies off.

Here are some tips and suggestions for how to get the most out of grappling.

- The basic Grab/Struggle (while you're trying to get an initial hold on the enemy) deals some damage.
- Tougher enemies require faster button-tapping. This is true for the entire process, so you need to tap Grab/Struggle quickly, and you also need to tap whatever button corresponds to your desired grapple move quickly.



- Always use Crush against trolls and female enemies (such as priestesses). Those enemy types are extra susceptible to Crush.
- All grapple moves are more potent when you're in Carnal Fury, but if you're grappling with a troll or female enemy, Carnal Fury + Crush = extraordinary damage. This is especially true with trolls. The fastest way to kill a troll, bar none, is to do a Crush move while Carnal Fury is active.
- When fighting other types of enemies, Crush isn't as wildly powerful as it is against females and trolls. So consider picking up and throwing these enemies, especially if you can toss them into a wall or into a group of their companions.
- Some moves won't be available for some enemy types. For example, you can't steal a weapon if the enemy has none. And you can't throw a troll, because he's simply too big.
- Both the Throw move and the Steal Weapon move toss the enemy to the ground. Consider running up and doing a finishing move (press Heavy Attack) before the enemy can get back up.
- You can trigger Carnal Fury while you're in the process of grappling. Just hold down the Carnal Fury button while you tap Grab/Struggle. This is a great way to enter Carnal Fury without wasting time powering it up.

Remember, grappling moves help you score carnal upgrades. So if you want to make Beowulf into a carnal/monster slayer sort of hero, grapple frequently (especially when you're in Carnal Fury).



## ROLLING



While not an offensive move, the roll should be an integral part of your fighting style. If you need to get somewhere fast, or if you're surrounded and want to reach a more favorable spot, roll away and look for a better spot to fight.

Rolling is also a good way of avoiding a fight. For example, if a Heroic Event is triggered and you need to go rescue a thane, you don't want to waste time getting there. Rather than fight the enemies who get in your way, roll past them.

## CHOOSE YOUR FIGHTING STYLE

Now that we've covered the basic moves, which ones should you use in a fight?

To some degree that's up to you. If you really prefer one type of fighting to another, you can generally get away with using the moves you like best. Your desired upgrade path will also influence your style. If you want to be a warrior king, you'll fight heroically, and if you want to be a monster slayer, you'll fight carnally.

When push comes to shove, however, you're usually better off picking a fighting style appropriate for the situation. You can go back to your favorite style when you face lesser battles.

## HEROIC STYLE

A heroic fighting style is a very safe way to take on most enemies. It may be a little slower than a carnal style, but its emphasis on Heroism means that your health will stay high, and your thanes will usually be Heroic (and thus less likely to die).



## MAINTAIN HIGH HEROISM



The key to heroic fighting is, of course, maintaining high Heroism. To do this:

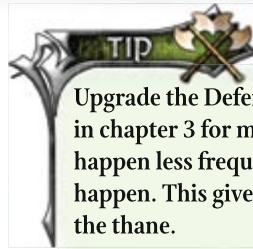
- Use lots of combo attacks.
- When an enemy is down, use a single Heavy Attack; this will trigger a finishing move that augments Heroism even more.
- Consider using Block/Locked Strafe for tougher fights; this fighting mode lets you avoid damage and builds up Heroism very quickly.
- Use the Heroic Boost or Heroic Storm quite frequently.

## ALWAYS RESCUE THANES



Thanes are the backbone of a heroic fighting style, because they benefit from your Heroism and score lots of kills while in a Heroic state. Make it a priority to rescue them whenever a Heroic Event (a.k.a. a thane in trouble) occurs.

Constantly glance at the thane dots above your health/Heroism gauge; if one is red, use the Event Camera to quickly locate that thane. Then break free from whatever fight you're involved in, and get over there fast. (Roll frequently to dodge enemies and gain extra speed.) A Light Attack or two on the thane's attackers will be enough to save the thane, provided you get there in time.



Upgrade the Defense level (See “The Legacy System” in chapter 3 for more) to ensure that Heroic Events happen less frequently but last longer when they do happen. This gives you extra time to get there and save the thane.

## WHEN TO FIGHT HEROICALLY

We admit that in most cases we prefer a heroic style to a carnal one. Heroic fighting usually doesn't kill enemies as quickly as a carnal rampage, but we like having a big margin for error—and when you're fighting heroically, your health tends to be high and your thanes tend to be healthy. That means you can fight comfortably, knowing that even if you *do* get hit a few times, or you lose a thane or two, there's a lot more where that came from.

And of course, if you fight in a predominantly heroic style, you can expect to earn lots of heroic upgrade points so you can further enhance that style.

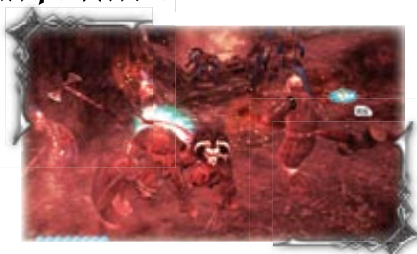
## CARNAL STYLE

Carnal fighting uses grappling moves and Carnal Fury to defeat your enemies. It is in some ways riskier than the heroic style, since you lose most of your health/Heroism when you trigger Carnal Fury. This leaves you somewhat vulnerable, especially after the Carnal Fury leaves you and you're briefly stunned. And since your thanes will *not* be in a Heroic state while you're in Carnal Fury, you may very well lose some of them. (In fact, if you aren't careful, you may end up killing some of them yourself!)

Still, Carnal Fury is one of the best tools in your arsenal. It's best in bleak situations, such as when you're fighting an overwhelmingly powerful enemy, or when your thanes and Heroism have been knocked down to almost nothing.

## USING THE DAMAGE WAVE

When you first trigger Carnal Fury, a damaging wave comes out from your body. The size and power of the wave increases if you trigger Carnal Fury next to a fire.





This damage wave will hurt both friend and foe. To maximize the benefit and minimize the risk, we recommend rolling away from wherever your thanes are fighting and trying to lure some enemies after you. Trigger Carnal Fury just as those enemies get close.

## COMBOS AND CARNAL FURY



Much of the time, we use combo attacks while in Carnal Fury. These combos deal truly devastating damage.

### NOTE

Be prepared to look for new weapons frequently, because Carnal Fury puts a lot of stress on weapons. They often break if you use this fighting style.

Don't forget to finish off fallen (but not dead) enemies with single presses of Heavy Attack; in Carnal Fury mode, this often generates truly spectacular kills.

The main thing to be aware of is thanes' location. Avoid getting too close to them when you're doing a combo attack. If you see enemies fighting with thanes, adjust your angle of attack so your combos won't drive you right into the thanes.



## GRAPPLING AND CARNAL FURY



Grappling takes awhile, so if you're fighting a big horde of enemies in Carnal Fury, you'll probably want to stick to combo attacks. There are some excellent reasons to grapple with Grab/Struggle instead, though.

First, grappling (and then using the Crush move) while in Carnal Fury is absolutely the fastest way to kill trolls and female enemies. Nothing else even comes close. So if you're fighting that sort of enemy, get ready with the Carnal Fury and try to grapple as soon as possible.

Second, grappling in Carnal Fury gives you lots of points toward Carnal upgrades. So even though you won't kill *lots* of enemies with your grapples, each grapple kill in Carnal Fury really pushes you toward the carnal upgrade path.

Third, if you need to pick out an enemy from a group of thanes, and you don't want to risk killing your own thanes with combo attacks, grabbing and struggling with that enemy, then unleashing a Crush move, works really well. Just be sure not to grab a thane accidentally!

### TIP

If you do accidentally grab a thane, don't press any buttons. Just wait a moment until you automatically release him.

## KNOW THE LIMITATIONS

You cannot roll in Carnal Fury, so you can't move quite as fast as usual. You'll also have a harder time avoiding enemies—so if you want to get past someone, consider using a single Light Attack to brush him back. Then keep moving.

Block/Locked Strafe isn't available in Carnal Fury, so you cannot block or dodge. Instead of using defensive moves, just keep attacking as quickly as possible. This will almost always prevent you from being hit in return.



## FIGHTING TIPS

Here are tips for specific combat situations that come up again and again. We've already touched on some of these, but they definitely bear repeating.

### FIGHTING PACKS OF HUMANOID ENEMIES



When fighting big packs of enemies, combo attacks that provide Heroism are often the safest approach. Keep Heroism high, and your thanes will score lots of kills for you.

Big weapons like spears and hammers are best against big groups, because you can hit lots of foes at once—even ones who are sneaking up behind you.

If you don't have a big weapon, use combo attacks and keep on the move to avoid getting surrounded. Or, use Block/Locked Strafe and dodge frequently to avoid serious damage.

If you do decide to use Carnal Fury, trigger it well away from your thanes and be careful not to hit them with your super-powered strikes.

### FIGHTING TOUGH DEFENDERS



Sometimes you'll face enemies who have shields, or who use their weapons to parry very effectively. These enemies can be frustrating to fight, but there are two excellent techniques for defeating them.

First, simply grab them. A shield cannot block your grappling moves.

Second, hold down Block/Locked Strafe and dodge (even if there isn't an incoming attack). Then counterattack with Heavy Attack or several Light Attacks followed by a Heavy Attack. Your dodge will move you to the side, giving you a brief moment to attack from an angle where the enemy can't block you.

Once you start hitting the enemy, keep it up. Be sure to use a Heavy Attack to perform a finishing move once you've got your foe on the ground.

### FIGHTING TROLLS



Trolls are huge and durable, and can be approached in one of two ways.

The heroic way is to use Block/Locked Strafe. Each time the troll attacks, dodge and counterattack. Don't initiate the attacks; just wait for counterattack opportunities, and then get in a few blows each time you perform a dodge. This technique is pretty safe, but takes time.

The super-fast alternative is to enter Carnal Fury and do a Crush move. One Crush move is usually enough to kill a troll, though you may need to do more if the troll is super-tough.



## FIGHTING PRIESTESSES



Priestesses are special enemies whose main attack is to run to an empty part of the battlefield, cast a spell that lures in your thanes, then kill the thanes once she's lured them in.

You'll know a priestess is doing her thing when a swirling golden aura appears on the battlefield, and some of your thanes turn golden and start walking toward the priestess like zombies.



The best way to kill a priestess is with a Crush move from Carnal Fury. You'll have to chase her a bit, then catch her; once you do, trigger Carnal Fury as you grapple, and then do the Crush move. And be sure to use finishing moves once she's down.

If your thanes are Heroic and you want to keep it that way, an alternative method is to chase her and knock her down with combo attacks when she's casting her spell. Then keep attacking her with Heavy Attacks while she's down on the ground.

You may need to chase her a few times, repeating this process, before you score the kill.

## FIGHTING MIXED GROUPS



Sometimes you'll fight mixed groups of enemies. For example, you might face a bunch of human enemies and a single troll, or a bunch of humans and a single priestess.

When this happens, let your thanes deal with the humans. Your task is to deal with the troll or priestess as quickly as possible. Once that threat is gone, you can go back to fighting the regular enemies.

### NOTE

Sometimes you'll fight a mixed group that consists entirely of humanoids (for example, later in the game you'll fight groups of Vikings mixed with groups of Formors, which are strange humanoid creatures). In these cases it really doesn't matter who you attack, as they are all more or less equivalent as enemies, regardless of their differing appearances.

## SWITCHING TO HEROIC STYLE FOR HEALTH



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Even if you're fighting in a largely carnal style, it can help to beef up your health and Heroism by quickly switching to a heroic style.

For example, if you're facing a mixed group of humans and a troll, you might use Carnal Fury to defeat the troll, then switch to

heroic style to power yourself and your thanes back up.

The fastest way to build up your health and Heroism is to use Block/Locked Strafe and perform a few quick dodge/counter-attack moves.

## WEAPON TIPS



Which weapons should you use? And should you bother with weapons at all, since Beowulf fights very well with his hands?

The short answer is yes, you should use weapons. And when in doubt, use the rarest weapons you can find. Here are some rules of thumb about weapons:

- Weapons taken from weapons piles or enemies are graded. Weapons come in three grades, and the highest is much more durable than the lowest. Often, the only way to figure out which grade you have is to fight with that weapon and see how long it lasts.
- The appearance of a weapon will give some clues as to its grade. For example, a stick or club isn't going to last as long as a proper spear.
- Standard weapons from the armory (like the war spear and the sword Hrunding) may not be more damaging than the ones you get from the battlefield, but they do tend to last longer.
- Shadow weapons are much more durable than standard weapons. And legendary weapons are better still.
- Two-handed weapons don't necessarily deal more damage to single targets than one-handed weapons, but they are better for hitting multiple targets at once.
- One-handed weapons can be swung faster than two-handed weapons; that extra speed helps you get the jump on enemies and preempt attacks that would otherwise hurt you.
- Remember that once a weapon is in your armory, it's there for good. You can drop that weapon on the battlefield and it'll be in the armory next time you look there. So don't hesitate to drop a weapon if you see something better.

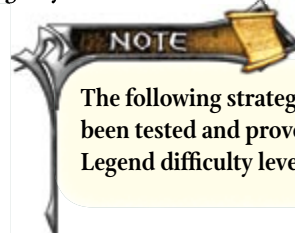


# ACT I: GRENDEL AND THE GOLDEN HORN

**N**ow begins the tale of Beowulf. The following pages lead you through each of his adventures, telling you exactly what must be done and recommending how to do it. You can read this chapter (and the next three) straight through and use them as you play the game, or you can refer to them just for the parts of the game that give you the most trouble.

Regardless, we do recommend checking out the introductory chapters before starting on this walkthrough. The first four get you up to speed on the controls, game interface, game structure, tactics, techniques, and even the characters and storyline of *Beowulf*. Reading those chapters first will help you avoid confusion in the walkthrough.

With that said, let's begin!



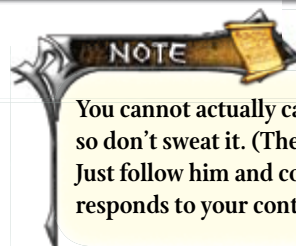
The following strategies have all been tested and proved at the Legend difficulty level.

## PROLOGUE: BRECCA'S CHALLENGE

*"ARE YOU THAT BEOWULF WHO CONTESTED AGAINST BRECCA SWIMMING ON THE WIDE SEA, WHERE YOU TWO IN YOUR PRIDE DARED THE DEEP WATERS AND VENTURED YOUR LIVES BECAUSE OF FOOLISH BOASTING?"*

The game begins with a challenge from a rival warrior. Your opponent is Brecca, a strong member of your clan who believes himself better than you.

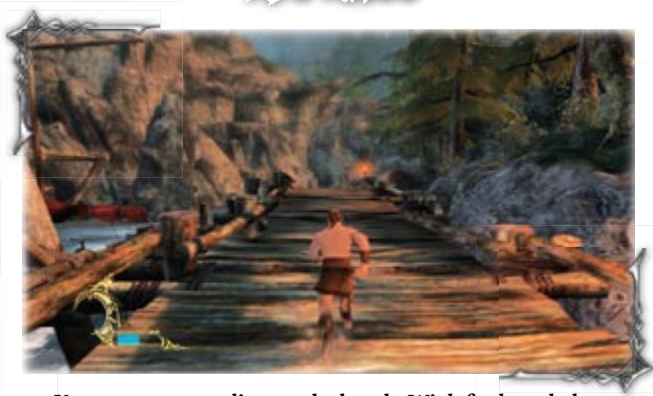
The challenge starts out as a race but eventually becomes something more: It serves as a tutorial, explaining the basics of movement and combat. As you play it, pay close attention to the buttons or keys used to control Beowulf.



You cannot actually catch up to Brecca at this point, so don't sweat it. (There is no "run faster" button!) Just follow him and concentrate on how Beowulf responds to your controller.

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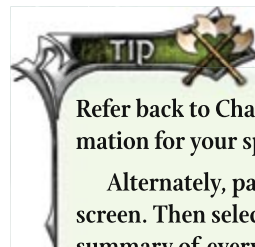
### THE RACE



You start out standing on the beach. Wiglaf, a bearded warrior and longtime companion of Beowulf's, is acting as the referee for this race. When Wiglaf gives the signal, Brecca runs ahead. Follow him.



Brecca runs up to a ledge, turns back to taunt you, and then climbs the ledge. Follow him and climb to the top. Do this by repeatedly tapping the Grab/Struggle button.



Refer back to Chapter 1 for detailed control information for your specific game platform.

Alternately, pause the game and refer to the Options screen. Then select the Controls submenu to see a summary of every important command.

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Climb to the top of the ledge and move forward. When you reach a dead end, turn right. Notice the handholds in the cliff face. Get just beneath the lowest handhold

and start jumping up from one to the next. Do this by pressing up while tapping the Grab/Struggle button.

#### NOTE

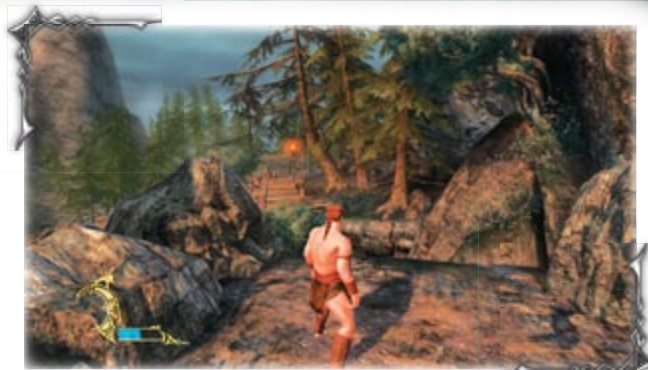
If you accidentally press left or right while you climb, you'll leap off to a spot where there are no handholds and will slide back down the cliff. No harm done, but you will have to start over.



Eventually you reach a spot where there are no more handholds above you—but there is a ledge to the left. Press left to start Beowulf swinging back and forth. As his swing brings him toward the ledge, press the Grab/Struggle button to make him leap across and grab it.



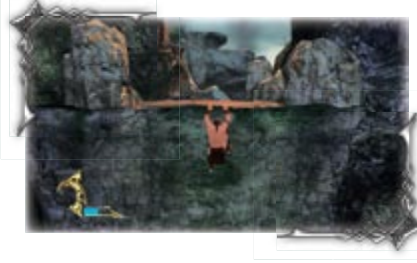
Now you're hanging from the ledge. While it's possible to climb to the top of the ledge, don't do that yet. Instead, slide left along the ledge by holding left and repeatedly tapping Grab/Struggle.



When you can't go left any further, aim up while tapping Grab/Struggle to hop up to solid ground.

Now advance until you reach the end of the solid ground.

Walk right off the edge. You drop, but you automatically hang on the edge of this new ledge. Simultaneously press down and Grab/Struggle to drop all the way to the bottom.



Then move forward until you can see Brecca down below, fighting a bunch of giant crabs. Slide down a steep hill and jump into the fray.

Your task is now to kill crabs until there are no more left.

You are unarmed, but you still have a number of moves available.



Practice hitting crabs with a variety of combo attacks. First try pressing the Heavy Attack button by itself. Then try sequences of one, two, or three Light Attack button presses, followed by a single Heavy Attack.

#### NOTE

Regardless of whether you're unarmed or holding a weapon, you can always trigger a combo attack by pressing Light Attack one or more times, followed by Heavy Attack.

You can also press Heavy Attack by itself, or Light Attack many times in a row. A set of several Light Attacks isn't considered a true combo attack, but it can be effective.



Finally, try grabbing crabs by repeatedly tapping Grab/Struggle, then tapping the Heavy Attack button to throw them a great distance once you've raised them over your head.

#### NOTE

Normally, you have several devastating attack options once you've established a solid grip on an enemy with Grab/Struggle.

That's more the case with human opponents than with these crabs, though; once you've got hold of a crab, all you can do is toss it.



Methodically clear away the crabs until none remain.

## THE SEA SERPENTS

*"THE MIGHTY SEA BEAST WAS DISPATCHED BY MY HAND IN THE STORM OF BATTLE."*

At this point Wiglaf sends you and Brecca ahead on the next segment of the challenge. This part is a swimming contest.

As you and Brecca swim out to sea, a giant sea serpent attacks. You send Brecca off, climb onto a ledge, and prepare to fight the serpent. (Actually, that should be *serpents*, as you'll soon see that there are three of them.)

At first, there is only one serpent. It periodically lunges up, looks at you, then leans forward and breathes a jet of water vapor. Practice moving to one side of the serpent as it lunges forward, then hitting it with Light or Heavy Attacks while it breathes the vapor jet. You will not actually harm the serpent at this point, but it is good practice.



Keep this up until the serpent sweeps you off the ledge with its tail. You plunge deep into the water and are rescued by a goddess, who grants you the power of Carnal Fury.

#### NOTE

There is no way to avoid getting slapped into the water. This is a necessary part of the game.



After reading through several screens that describe Carnal Fury, restart the action by activating Carnal Fury. (Do this by pressing and holding the Carnal Fury button until the screen bursts into red.)

### Carnal Fury

Carnal Fury is one of the deadliest tools in Beowulf's arsenal. To activate this combat mode, press and hold the Carnal Fury button until everything goes red.

The Carnal Fury meter is a red circle at the lower left corner of the screen. When the circle is big and pulsing, Beowulf is very close to Carnal Fury and can trigger the power with just a tap of the button. When the red circle

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is tiny (or even nonexistent), Beowulf is nowhere near his fury state. That means you need to hold the Carnal Fury button for several seconds before you can use the power.

Carnal Fury lasts until all the red in the meter has gone (the meter slowly loses power over time; there's nothing you can do about it). At that point Beowulf is returned to his normal state.

Here are some important facts about Carnal Fury:

- You deal much more damage to enemies.
- You can hurt your allies with your strikes, which never happens in normal mode. Be careful if friends are around.
- Blocking and dodging (which you'll learn later in the game) don't work in Carnal Fury.
- You can perform some feats, such as picking up certain objects or hurting certain enemies, only in Carnal Fury.
- Carnal Fury can lessen your health. Also, when it runs out, you are stunned for a short period of time while you recover.
- When you first trigger Carnal Fury, you release a burst of energy that damages nearby opponents. This energy burst is greatly magnified if you are standing near a fire at the time.

#### NOTE

Again, if you're ever uncertain what button or key to press, either pause the game and refer to the Options screen, or take a look at Chapter 1, where controls for every platform are listed.



Now you're in Carnal Fury mode, and you can actually harm the sea serpents. Refer to the sidebar for more info on the sea serpents.

## The Sea Serpents

The sea serpents have a very consistent attack pattern. First they rear up and look at you for a moment. Then they lunge forward and spray water vapor, which will push you back if you're standing in its path. Then they may or may not snap at you with their jaws. Finally, they turn away and smack the ledge with their tails. This last attack (the tail slap) is the one that covers the biggest area and deals the most damage.

Your best strategy is to wait until a serpent rears up, then move a bit to the side so you aren't directly in the way when it lunges forward and sprays. When it does lunge forward, strike it from the side with Light or Heavy Attacks.

The serpent may snap at you after it sprays. You can either run away or stand there and press the Grab/Struggle button repeatedly to force the serpent's jaws open. If you successfully force the jaws open, the serpent will be briefly stunned and you'll have a second or two to attack it.

Always move as far out of the area as you can before the serpent's tail whips down. That's the attack that's likely to hurt you.

Every boss has a long health bar; check the top of the screen to see it. The health bar consists of several long sections and several short sections (which we'll call grapple points). Typically, when the green health slider is inside a long health bar, you can beat on the boss using regular Light and Heavy Attacks. But once all the green is gone from a long section of the health bar, you reach a grapple point (a short section) and need to change your tactics.

The sea serpents are unique in that there are actually three of them, and the onscreen health bar represents their combined health.

Defeat sea serpents by eliminating their long health bars with normal strikes. When you whittle them down to the grapple point, they flop down on the ledge. Grab them with the Grab/Struggle button, then repeatedly tap it. Watch the screen for a prompt that tells you which button to press next. Press that button to mount the serpent. Then go back to pressing Grab/Struggle, again watching for an onscreen prompt that tells you to press a second button. Press that button to tear out the serpent's horn and kill it.

Repeat this strategy until all three serpents are dead. And remember: You can't do *anything* against the serpent if you aren't in Carnal Fury, so whenever you revert to your normal state, press and hold the Carnal Fury button to power yourself back up. Then start fighting again.





Have you read the sidebar? Yes? Good. Now, start out by striking the sea serpent while it's spraying vapor. We recommend using lots of Light Attacks, because Heavy Attacks are slow (and the serpent may withdraw before you can hit it). Remember to renew Carnal Fury if it runs out, because you can't hurt the serpent without it.

If you're too slow and get in front of the serpent while it's snapping at you, you may be forced to struggle as it tries to crush you in its jaws. Go ahead and tap the Grab/Struggle button to force back the serpent's jaws. You'll get a nice opportunity to hit the serpent right after you do this.



Once you've completely emptied a long section of the serpent's health bar, it flops down onto the ledge. Immediately grab it by pressing Grab/Struggle, and keep tapping that button until an onscreen prompt tells you which button to press next. When the prompt appears, press that button to mount the serpent.

## NOTE

We can't tell you in advance which button you'll be prompted to press. It's different every time.

Once you're on the serpent's back, press Grab/Struggle rapidly again. And once again, watch for an onscreen prompt telling you which button to press next.

When the prompt appears, tap that button to rip off the serpent's horn and use the horn to stab the serpent in its single giant eye, killing it.



## NOTE

If you mess up (by failing to press the Grab/Struggle button fast enough, or by failing to quickly tap the button shown onscreen), you will be thrown off the serpent, and it will regain a little health in its long health bar. Now you must punch the serpent once or twice to get another shot at the grapple point.

Once you've beaten the serpent back down to the grapple point and it flops down beside you, try the mounting/horn-pulling technique a second time.



Now you've killed one of the three serpents. There are two more, but these will be easy, because you kill them exactly as you did the first: beat on them until their long health bar is gone, then use the grapple technique to rip off their horns. Remember to renew your Carnal Fury when it expires, because you can't do anything while it's not active.

When all three serpents are dead, you progress to Episode 1.



## EPISODE I: A DEMON'S TEMPEST

You start this episode in a Viking longboat, battling a stormy sea. Your task is to inspire the rowers.



Watch and listen until you're prompted to hold down the Command Interface button. Pressing it brings up an onscreen menu where each button corresponds to a different action. Right now, the only visible icon is for the Action Booster mini-game (it looks like helmets surrounded by a swirl).

Select the Action Booster mini-game, and check out the sidebar for more info.

### NOTE

You can release the Command Interface button once the Action Booster mini-game has started.

### The Action Booster Mini-Game



Action Booster is a rhythm mini-game. It consists of a big circular play area with a smaller target circle at the top. Golden line segments, representing the beats of the song, spin around the big circle. When a segment enters the target circle, you must press a button. For short segments, tap the Light Attack button. For long segments, press

and hold the Heavy Attack button until the segment is completely through the target.

If you miss too many beats, you lose. A beat is missed if you press the wrong button, or if you press the right button too early or too late. You can also miss a beat by not holding the button long enough, or by holding it for too long. Watch the golden segments: They are your guide to which button to press, and for how long.

If you hit a note properly, it flashes blue. If you miss it, it flashes red. If you miss too many, the game cancels and you must start over.

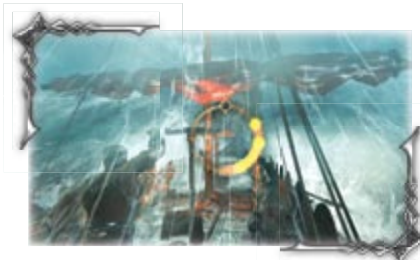
Each time you correctly finish a section of song, the entire play area flashes blue. That's good, but don't stop. Keep playing until the song is complete and the mini-game disappears on its own. Only then will you have completed your task.

Successfully completing the mini-game speeds up or improves whatever your thanes happen to be doing at the time.



Play the Action Booster mini-game. There are no dangerous reefs in the area yet, so you get unlimited attempts at this first song. Give it a try, and if you fail, start over. Keep at it until you've completed the song, and the lookout tells you that there are reefs up ahead.

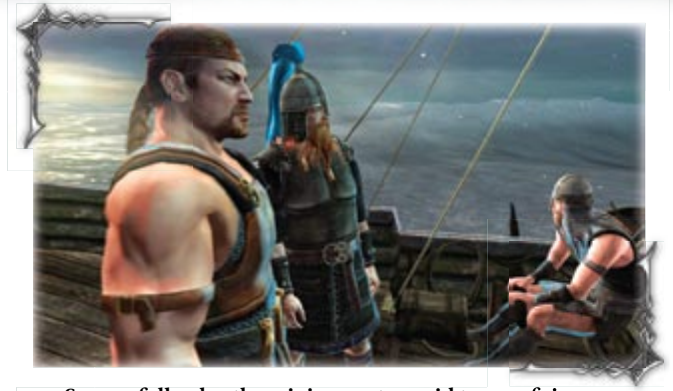
At this point, your task is clear: Each time a reef appears up ahead you are prompted to play the Action Booster mini-game. If you play it successfully, you avoid the reef; if you fail the game, you hit the reef. If you hit three reefs you sink, and the game ends.







If you fail a song, quickly start it again. Depending on how far you are from the reef, you may still have time to complete the Action Booster mini-game and avoid the reef.



Successfully play the mini-game to avoid two reefs in a row, and you move on to the next episode.

## EPISODE 2: THE KING'S ROAD

You land on the shores of Denmark with your eight thanes, plus your friend Wiglaf. Your task now is to make your way along the beach to Herot, the mighty hall of King Hrothgar.

As you hit the beach, you unlock the power of Heroism.

### Heroism



Carnal Fury and Heroism are the two main supernatural powers in Beowulf's arsenal. In some ways they're opposites: Carnal Fury is all about individual fighting, and Heroism is all about being a leader and fighting alongside your thanes.

Each time you perform a combo attack, you gain a little bit of Heroism. The flashier the moves, the more Heroism you're likely to gain.

Eventually Heroism builds up to the stage where you get Heroic Points. These show up as a blue aura that surrounds you and your thanes. Also, look at the dots that represent your thanes (they are located just above your

health gauge). Each time you gain another Heroic Point, one of the dots representing your thanes glows bright blue. (So for example, if three thane dots are glowing, you have three Heroic Points.)

The more Heroism you've built up, the more damage you and your thanes deal with each attack (and the less defense your enemies have against those attacks).

You can use the Command Interface to trigger a Heroic Storm, which consumes some of your Heroic Points in exchange for giving you and your thanes a superburst of combat powers.

Some facts about Heroism:

- The more Heroic Points you have, the more damage you and your thanes deal with ordinary attacks. Your combat moves may look somewhat different while you're heroic.
- Triggering a Heroic Storm may cost you some Heroic Points, but it gives you and your men a temporary surge of extra power, which is great for dealing with a big group of enemies.
- You gradually lose Heroic Points if you don't fight for a long time.
- Getting hit by an enemy immediately drains Heroic Points.
- You get some additional health every time you do something heroic, so when you're nearly out of health, heroic actions are your best bet.
- Combo attacks give you some Heroic Points. The very best source of Heroism, however, is dodging and counterattacking. We'll discuss those techniques later in this walkthrough.



There are several giant crabs on the beach nearby. Approach them, and you are prompted to grab a weapon from a nearby weapons pile. Approach the weapons pile and tap Grab/Struggle to pull a sword from it.



Now approach the giant crabs and help your men fight them. (Remember, you can kill crabs with combo attacks, or by grabbing and throwing them.) Focus on combo attacks (one, two, or three Light Attacks immediately followed by a Heavy Attack) to build up Heroic Points.



Eventually, Wulfgar, the herald of King Hrothgar, appears. He's being attacked by barbarians. Fight the barbarians to protect him.

## OBJECTIVE: PROTECT WULFGAR

As you fight, an onscreen prompt informs you about the Block/Locked Strafe button. When this button is held down, you focus on one enemy; pressing the control stick from side to side while holding down the button causes you to slide sideways without actually turning away from that enemy.

Holding this button down also causes you to automatically parry or block with your weapon or shield (if you're looking at the attacker, if the attack is blockable, and if you aren't doing something else at the time).



Approach a second weapons pile and a line of debris that blocks the beach. Grab a new sword if you wish to (it doesn't matter unless the old one is nearly broken) and then approach the debris. Attack a big boulder that has been carved to look like a helmet. Break the boulder to clear a path.

### NOTE

You can pick up the rocks that appear after you break that boulder, and heave them at enemies.

On the other side of the boulder are a few more giant crabs. Beat them down and keep advancing along the beach.



Fight the barbarians, using your newfound skills. When they're all finished, you have a brief conversation with Wulfgar, then he starts to lead you farther down the beach. Follow him.





He heads you to a spot where he points out Herot, up on a hill in the distance. Then he turns left. Follow him left, onto a trail that leads up a steep slope. Look for a weapons pile to your right, and replace your current weapon there.

Then keep following the trail up the slope.

At the top of the slope are more giant crabs and a huge sealed door. Kill the crabs. Then, open the Command Interface and select the icon that depicts helmets and a big arrow pointing up. This orders the thanes to try to open the door.



When the thanes reach the door, they find that it's very difficult to move.

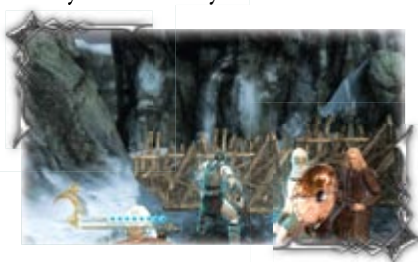
Again open the Command Interface. This time select the Action Booster mini-game (the icon on the left). Play the Action Booster mini-game to speed the process of opening the door.



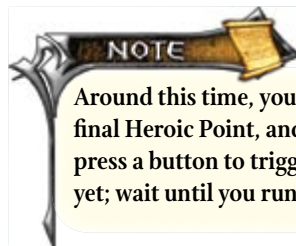
Once the door has been opened, open the Command Interface a final time and select Rally (the icon with several helmets and

three small arrows pointing down to a dot). This causes the thanes to leave the giant door and rally back around you.

Go through the door and keep following the path up the cliff. When you reach some wooden fences, turn left and keep going up. (The fences may be destroyed, but there isn't anything worthwhile behind them.)



The path leads you to a clearing with more giant crabs and another huge door. Once again, kill the crabs, then use the Command Interface to order the men to the door. Then play the Action Booster mini-game to speed up the door-opening, and finally Rally the men back around you once the door is open.



Around this time, you'll probably get your eighth and final Heroic Point, and receive an onscreen prompt to press a button to trigger a Heroic Storm. Don't do that yet; wait until you run into some more enemies.

Move past the door. Wulfgar stays behind, and tells you to keep moving toward Herot. Keep following the path.







As you approach a bonfire and a weapons pile, more barbarians appear up ahead. You receive an onscreen tip on how to throw an enemy after grabbing him.

Attack the barbarians. Try grabbing and throwing one of them; also, consider triggering a Heroic Storm (press and hold the Command Interface button, then select the fist icon). This gives you and your men a temporary surge of heroic power, allowing you to slaughter the barbarians very quickly.

#### NOTE

A Heroic Storm is by no means necessary for this battle. We just want you to learn how to use it!

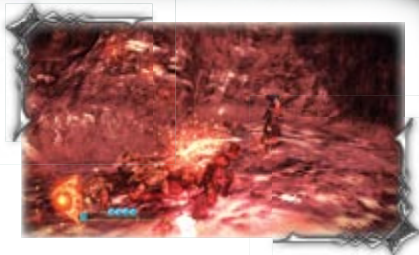
When the fight is done, consider grabbing a new weapon from the pile beside the bonfire. Then keep moving forward. As you move, a dead body is hurled down beside you, probably the work of Grendel.



You emerge in a big campsite strewn with dead bodies and heavy objects that you can pick up and throw. As you enter this area, you receive an onscreen tip on how to roll (press the Roll/Pick Up Dropped Weapon button while you're moving).



As you approach the far side of the campsite, you are ambushed by barbarians: warriors slide down a slope and attack you.



At this point you're prompted to use Carnal Fury. Press and hold the Carnal Fury button to enter this mode. You're in Carnal Fury mode when everything turns red.

#### NOTE

If you stand next to a fire while entering Carnal Fury mode, you'll deal a lot of damage to any nearby foes.



Destroy the barbarians while in Carnal Fury mode, but beware: you will also hurt your thanes if they happen to be nearby. Whenever possible, look for opportunities to kill barbarians who are not standing next to thanes, but don't worry if you end up killing some of your thanes. You can recover them in a minute.



When the last barbarian has fallen, you're prompted to revive your fallen thanes by standing in a beam of heavenly light. Exit Carnal Fury mode (if you haven't already), and look around for that light beam. Then, simply walk into the light, and your fallen thanes are restored to life.



## TIP

When these healing beams appear, you have a limited time to get into them—so hurry. If you're too slow, they fade away and you miss your chance.

There's a series of wooden fences at the far side of the campsite. Hack the fences to bits and cross through them.



## OBJECTIVE: CRUSH THE BARBARIAN HORDE

Keep moving. After another brief Grendel sighting (or near-sighting), the first wave of a barbarian horde attacks.

Crush the first part of this horde, using basic fighting techniques. We recommend grabbing enemies by rapidly tapping the Grab/Struggle button, and then experimenting with the various attacks that become available after you get a grip on them. The onscreen prompts show you which buttons do what.



As you approach another campsite—this one occupied with the rest of the barbarian horde—you're given an onscreen tip about the combo book. Feel free to pause the game and check it

out at any time; it's a visual guide that illustrates every possible combo that you can use in a fight. (All combos are also mentioned in Chapter 4.)

When you're done checking out the combo book, approach the new campsite and smack down all the barbarians. Remember to use the Block/Locked Strafe button to focus in on your enemies, and use combo attacks to put them out of their misery. (And as always, remember Carnal Fury and Heroic Storm.)



When the horde is no more, a nearby gate leading to a bridge opens.

## NOTE

There's a weapons rack with axes in the middle of the barbarian camp. You don't need an axe, especially since you're just a step away from being done with this episode, but it's cool to grab one, because up until now you've just been fighting with swords.



Hack down a wooden fence and approach the bridge where the gate just opened. Cross the bridge to enter the next episode.

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## INTERLUDE: HEROT IN UPHEAVAL

*"THIS GRIM SPIRIT WAS CALLED GRENDEL. A NOTORIOUS PROWLER OF THE WASTE LANDS, HE HELD SWAY IN THE MOORS, THE FEN AND FASTNESS."*

King Hrothgar welcomes you to Herot, his once-glorious hall, which has now become a hall of horrors (thanks to the depredations of a monster named Grendel). Hrothgar explains what evil has happened here, and the woe that Grendel has cast across the land.

Every night, Grendel raids the hall, slaying Danish warriors or carrying them off so he can eat them in his lair. He is drawn by the sounds of companionship and merry-making—which he hates. Grendel wishes to extinguish the light of happiness and revelry at every opportunity.

## EPISODE 3: GRENDEL AND THE GOLDEN HORN

*"THE DOOR, FASTENED WITH FORGED BANDS, GAVE WAY AT ONCE WHEN HE TOUCHED IT WITH HIS HANDS. THEN THE EVIL-MINDED CREATURE, IN HIS RAGE, TORE OPEN THE ENTRANCE TO THE BUILDING..."*

When you get control of Beowulf again, your task is to lead your men in song. By singing you will enrage Grendel and cause him to attack the hall. Then you can finish the monster off, once and for all.



Press the Command Interface button and select the Action Booster mini-game to lead your men in a bawdy song.



The song has several verses. Each time you complete a verse, the play area glows blue, and you move one step closer to making

Grendel appear. As always, play by tapping the Light Attack button or holding the Heavy Attack button at the appropriate times. Listen to the rhythm of the song; this will help you time your button presses correctly.

### NOTE

This is a pretty forgiving process. If you mess up a verse, just press the Command Interface button and select the Action Booster mini-game to start the song again.



As you sing, Grendel will approach the hall and howl at you to stop. Finally, when the song is complete, he will burst through the doors and attack.



## Grendel

Grendel is a giant monster who fights bare-handed, relying on his immense strength to tear his enemies limb from limb. Indeed, you'll see evidence of that strength right from the start: Your thanes will be torn to bits within the first few moments of battle, leaving you alone to finish the job.

Grendel's health bar (visible at the top of the screen) consists of three long bars and three grapple points.

Grendel's main attacks are close-in strikes, stomps, and energy blasts, though he will also tear columns from the wall and throw them if you get too far away.

The first part of your strategy is to hit Grendel with normal strikes to deplete his long health bar.

Once a long health bar is completely gone, Grendel stalks to the middle of the hall and stands still for awhile, surrounded by unnatural flames. While this is happening, enter Carnal Fury (if you're not already there) and tear out one of the many pillars that line the hall. Then, using the pillar like a giant club, give Grendel a whack. This brings him to his knees. Now you can run up and grab him with the Grab/Struggle button. If you grapple with him properly, you can hurt him enough to get past the grapple point and move on to the next long health bar.

That's the essence of how to kill Grendel. Refer to the step-by-step walkthrough for more details on how to accomplish it.



When Grendel first bursts into the room, run up and start hitting him with your weapon (or bare hands, if you have no weapon). You don't need Carnal Fury yet; you can just beat on him in your regular state. Try to do so from the side, while he's busy finishing off the last of your thanes.

### NOTE

Your thanes will not survive this fight. There's nothing you can do about it.

When the first of Grendel's long health bars is gone, press and hold the Carnal Fury button until you're in Carnal Fury mode. Then approach one of the many pillars at the edge of the hall and grab it by rapidly tapping Grab/Struggle. You pick up the pillar and wield it as a weapon.



Approach Grendel and whack him with the giant pillar (by pressing the Heavy Attack button). This knocks him to his knees.



Immediately run up and start tapping Grab/Struggle to get Grendel in a leglock. If you tap the button fast enough, you then climb onto Grendel's back.

Keep tapping Grab/Struggle very quickly to beat on Grendel's head. If you tap the button quickly enough, you inflict severe damage and complete the grapple point. Now you can work on Grendel's second long health bar.





## TIP

You might fail to complete the grapple point. Perhaps you didn't whack Grendel with a pillar quickly enough (he doesn't stand still forever, you know!), or you didn't grab him quickly enough after whacking him with the pillar. Maybe you did all that correctly, but failed to tap the Grab/Struggle button fast enough, or failed to press a button when an onscreen prompt told you to.

In any of these cases, Grendel regains some health on his final long health bar. Now you have to go beat him up with regular attacks until his health is back down the grapple point. Then try the grapple point again.



Get rid of Grendel's second long health bar by striking him with combo attacks. We recommend getting close to him, then rolling away when he starts an attack. You'll get a chance to hit him a few times once he's committed to his attack.

Then get moving again, wait for him to commit to another attack, and repeat the process. You don't need Carnal Fury active while you're whittling down this second long bar.

If Grendel grabs you, rapidly press Grab/Struggle to break free. Then hit him a couple of times, since he'll be briefly stunned after you get out of his grasp.

When Grendel's health is reduced to the second grapple point, grab another pillar from the wall (be sure Carnal Fury is active) and swing the pillar at Grendel to knock him down.



Now repeatedly press Grab/Struggle to get another leglock on Grendel, and eventually climb up onto his back. Then, once you're on his back, keep pressing Grab/Struggle.

Now there's a little twist. Last time you just had to keep pressing Grab/Struggle to win the grapple point. This time, press Grab/Struggle until an onscreen prompt tells you to tap a different button (often Heavy Attack—but it's random, so you must watch the screen). Press that button.

If you tap the prompted button quickly enough, you get pushed back so that you hang by your legs from Grendel's neck. Now watch for another onscreen



prompt, this one telling you to press a different button. Press that button to flip back up and get a better grip on Grendel.



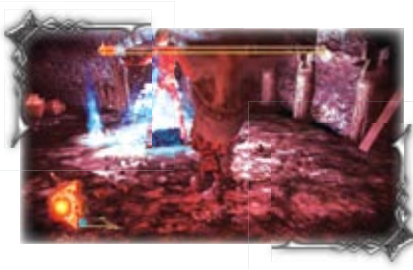
Now go back to rapidly tapping the Grab/Struggle button. If you do this quickly enough, you win the second grapple point and can start whittling down Grendel's third and final long health bar.





Destroy the third long health bar as you did the others, by fighting Grendel with conventional attacks. Keep moving, roll aside from attacks, and counterattack whenever Grendel has committed to an attack of his own.

Finally, Grendel's health bar has been reduced to its third and final grapple point. When this happens, make sure Carnal Fury is active, grab a pillar from the wall, and whack Grendel with it.



As before, once Grendel has been felled by the pillar, repeatedly tap Grab/Struggle to get him in a leglock, then continue to quickly tap Grab/Struggle as you climb up onto his back.



While you're on Grendel's back and tapping Grab/Struggle, an onscreen prompt tells you to press a different button. Press it, and you get flung down to hang by your legs.



Then watch for two more onscreen prompts telling you to press two more buttons. Press those buttons when you're told, and you get back up onto Grendel's neck.



Now press Grab/Struggle repeatedly to punch Grendel from behind and get him in an armlock. Don't let up! Just keep pressing Grab/Struggle. If you're fast enough, eventually you eliminate that final grapple point and tear Grendel's arm from his body!

Grendel is mortally wounded. He flees, leaving his arm behind as a grisly trophy.

## INTERLUDE: EVEN MONSTERS HAVE A MOTHER

*"NOW IT BECAME CLEAR AND OBVIOUS TO EVERYONE THAT AN AVENGER HAD SURVIVED THE HATEFUL MONSTER, AND STILL LIVED AFTER THE TERRIBLE STRUGGLE WAS OVER. GRENDEL'S MOTHER, A SHE-MONSTER, BROODED OVER HER MISERY."*

Beowulf now learns of an even greater threat to Herot: Grendel's mother. However, talk of that threat is quickly brushed aside, and Beowulf is presented with one of King Hrothgar's greatest treasures, a glowing golden horn. Beowulf promises to keep it by his side forever.

When the cutscenes are done playing, you'll find that you're still in Herot. You now must navigate through the hall and talk with several people before you can proceed to the next stage of the game.

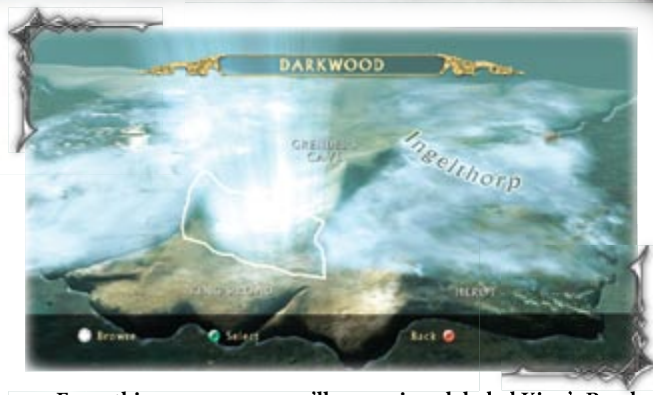
First, talk to Wiglaf (just press the button indicated onscreen to do so). He laments the loss of the warriors in the fight with Grendel, and advises returning home after dealing with Grendel's mother.







Next, follow the onscreen prompts to talk to King Hrothgar. You ask about Grendel's mother, and King Hrothgar assures you that Grendel's father, whoever or whatever he was, is no longer a threat. He urges you to go kill Grendel's mother.



From this map screen, you'll see regions labeled King's Road and Herot, both of which you have already visited. You'll also see two unexplored regions: Darkwood and Grendel's Cave.

Select Darkwood (you have no other choice) to move along on your quest.



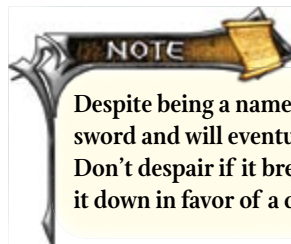
Next, speak with Unferth, King Hrothgar's counselor. He tells you he was wrong to doubt your abilities. He presents you with a gift—Hrunting, his fine sword, which he says will aid you in the campaign against Grendel's mother.



Next you go to the Weapon Selection screen. Three tabs on the left allow you to choose between three categories of weapons: standard weapons, shadow weapons, and legendary weapons. At the moment you have only a standard sword (Hrunting) and a shield (Warrior Tower Shield), and they're already selected for you—so there's no real choosing to be done. Just go down and select "To Battle."



Next, follow the prompts to move along to Wulfgar, the scout who greeted you when you first got off the boat. Chat with him briefly, then you'll be taken to a map screen.





## EPISODE 4: TEMPTATION OF THE GODDESS

You appear in the Darkwood, along with your trusty friend Wiglaf and a puny band of three thanes. Get moving up the trail.

As you approach a patch of Grendel's blood, you spontaneously have a fit of Carnal Fury, which ends almost as soon as it starts. Shake it off and keep moving.



Go through the raised portcullis and veer left. Follow the trail as it leads up a slope toward another clearing. Several more barbarians attack.



An onscreen tip suggests that you learn how to dodge and counterattack. Start by facing an enemy and holding down the Block/Locked Strafe button. Then, while

keeping the Block/Locked Strafe button down the entire time, move sideways and press Roll/Pick Up Dropped Weapon (ideally when you see an attack about to hit you). This causes you to dodge the incoming attack (if one is coming).

Then, immediately after dodging, tap Light Attack or Heavy Attack to counterattack. This usually gets past the enemy's defenses.



Dodges followed by counterattacks are some of the best moves in the game. They give you a great deal of Heroic Points and heal you more than any other move. Whenever you're hurt, and whenever you're facing an enemy who deals severe damage, look to dodge and counterattack rather than simply charging into the fight.

Also, don't forget that you can always grab an enemy and perform the usual assortment of damaging moves once you have a grip on him.

Enter a clearing with a giant wheel set in the ground. A band of barbarians attacks. Fight them with sword and shield. Remember that you can press and hold the Block/Locked Strafe button to focus on an enemy, and block attacks with your shield.



When this small band is taken care of, press the Command Interface button and order the men to the wheel. They run up and place spears in holes in the wheel, and begin to turn it.

From the Command Interface, select the Action Booster mini-game, and play it to speed up their turning of the wheel. When they're done, a nearby portcullis raises.

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There's a fire in this clearing, along with a weapons pile. Near the fire is a huge knotty tree. Go around the left side of the tree trunk, then veer right to get behind it. Follow the path to a stream.

#### NOTE

There are a few small dead-end clearings at various points along the path. Some contain piles of weapons or shields. But there are also weapons piles along the main path, so there's no real need to do anything but follow the main path.



Get into the stream and slide down until you're under a bridge. Notice a glowing statue of the goddess up on the bridge, but then turn your attention to

the barbarians that are attacking. Fight the barbarians under the bridge. We recommend using Carnal Fury for this fight, because your thanes are likely to be hypnotized by the goddess statue and thus will not help you.

#### NOTE

Goddess statues hypnotize your men, causing them to gather around and just stare. Counteract this by destroying the statues.

In this particular situation, even though we recommended killing the barbarians on your own, an alternative is to jump up beside the bridge and smash the statue first, thus releasing your men so they can help you with this fight.

#### NOTE

Remember that if your weapon fails, you can always grab a barbarian who has a weapon and take it away from him. Also remember to practice using Block/Locked Strafe to keep an enemy in sight, and to block or dodge incoming attacks.



When the fight is done, notice that your thanes have all climbed up to stand, transfixed, beside the glowing goddess statue. Join them by climbing the short cliff on the far side of the bridge.

Cross the bridge and get a fresh sword from a weapons pile on the other side. Then re-cross the bridge and slash the goddess statue until it's destroyed. This releases your thanes from their fascinated state, allowing them to follow you again.



Drop back down and go up a short slope to a campfire. Then follow a path that leads across the stream again, and go down a short slide.





slash the Carnal Spores to instantly raise your Carnal Fury level to maximum. This will allow you to trigger Carnal Fury without any wait at all.

Then, veer left and drop into the valley.

## OBJECTIVE: DEFEAT THE BARBARIANS

As soon as you enter the valley, you'll face three onslaughts of barbarians. There will be pauses between each barbarian attack. This is a free-form battle where the task is simply to defeat all enemies, so there are no "steps" that you must follow. Here are some tips to make your victory easier.



- Carnal Fury is a must when you're fighting so many opponents. Trigger it early and then start moving through enemies with chains of Light Attacks, always finishing with a Heavy Attack. You can also grapple when you're in Carnal Fury, but you'll damage more enemies, faster, by using standard attacks.
- There are ledges to either side of the valley. You can climb up there if you want. One ledge has a pile of clubs, and the other a pile of shields, so you can stock up on gear. Also, each ledge has a Carnal Spore, which you can break to speed up your next Carnal Fury.
- Your thanes are very vulnerable. Don't trigger Carnal Fury when they're right next to you. When one of them is in real trouble, you'll get an onscreen warning and that thane's dot

(located above your health bar) flashes red. Press the Event Camera button to locate that thane if you're having trouble finding him. Once you do, fight your way over to him and beat up anyone who's giving him a hard time. This rescues him from danger.

- You will lose the game if all three thanes fall, so don't ignore the flashing icons and the Event Camera when your men are in trouble. Actively rescue them—make sure that at least one is alive at all times. (And note that your bearded friend Wiglaf doesn't count as a thane; he has no dot above your health bar. You need to keep one thane *besides* Wiglaf alive.)
- If you build up to maximum Heroic Points (and all your thanes start to glow blue), immediately hold down the Command Interface button and select the fist icon to release a Heroic Storm. This is a nice alternative to Carnal Fury, because it makes your thanes fight better.
- Between waves of barbarians, look for a glowing beam of light to appear near the center of the valley. Stand inside this beam to bring your fallen thanes back to life. This makes later waves a lot easier to fight!

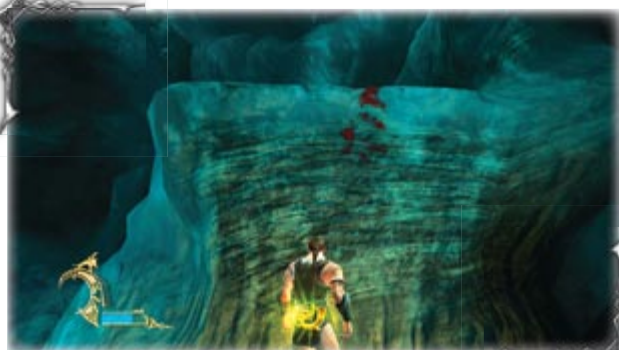


When the last of the barbarians has fallen, you automatically approach the pool at the end of the valley and swim down into it. You emerge inside an underwater cave, and regain control of Beowulf.

Follow a tunnel until it opens out into a large cavern. Two tentacled creatures lurk in the shallow water here. Use standard combo attacks to defeat them (you cannot grapple with them or throw them).







Wade through the watery floor of the cavern, killing another tentacted thing along the way. Turn left, jump up onto a ledge, then jump up to a second.



Go to the far side of the cavern and look for a pair of relatively short rock faces. Climb up the first one, get on a ledge, then climb up the second face and emerge on a second ledge.

From here, you can climb up and grab a very narrow ledge. This third ledge is too narrow for you to actually pull yourself up onto, but you can slide sideways along it by pressing right and repeatedly tapping Grab/Struggle. Do so, and look down as you do.



Move along the ledge until you can see another ledge up above, slightly to the left. It's the narrow kind that you can jump up and grab, but not haul yourself onto. Jump up and grab this ledge, then start making your way left along the rock face.

When you are over another ledge, drop down. Now look around, and you'll see that you're actually standing on a crude stone bridge that runs through the center of the cavern. Run along this bridge.



Hop up onto another ledge and slide down a steep slope into a second cavern.

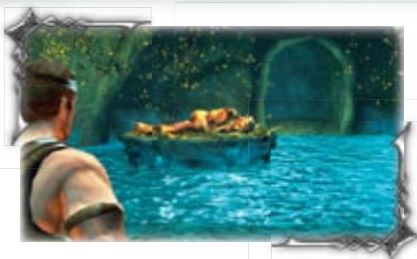
Proceed until the ledge widens out and you can haul yourself up onto it. Do so. Then look for two more thin ledges to the left. Hop up and grab the first of these ledges, slide left, then climb up to grab the second. Follow this ledge left as well, until you reach a spot where you can drop onto solid ground.



Now you're in front of a doorway leading out of the cavern.



Run along until you find a small chamber, where the body of Grendel lies on a slab. Run through this chamber and out the other side.



Drop down the cliff face until you catch that handhold. Now look left. You'll see more handholds that lead over to the ledge with the legendary sword.



Now you're in a big cavern where crude spiral steps lead down. Take the winding steps down as far as you can go.



Drop from one handhold to the next, moving left toward the sword ledge, until you reach the last handhold. Then scramble across to the ledge and collect the legendary sword. Now slide down to the very bottom of the cliff face.

Follow the walkway across the cavern. Then slide down a steep slope. Turn left, then immediately veer right into a tunnel. Follow the tunnel.

When the steps run out, look down, and you'll see a cliff face with bright turquoise handholds. Look for a blue-glowing weapon on a lower ledge. That's a legendary sword; you're going to try to grab it on your way down.

Stand directly above one of the handholds. You should be as close as you can be to the ledge with the legendary sword, while still being directly above a handhold.



Emerge in a watery cavern with a skull-shaped rock formation on the other side. Wade through the water toward the skull.



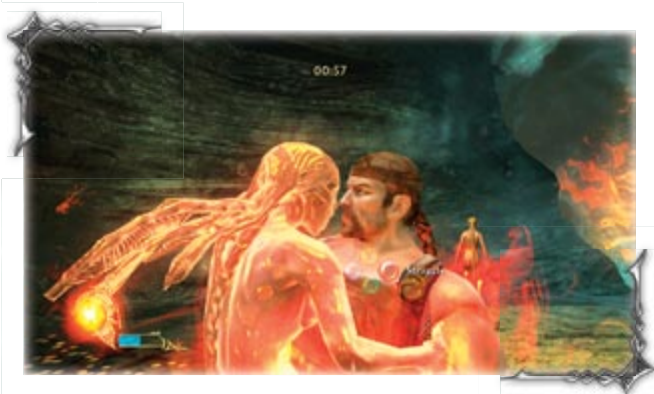
## RESIST THE TEMPTATION OF GRENDL'S MOTHER AND HER DISIRS

When you reach solid ground, you're approached by a lovely almost-nude woman. Hey, this isn't what we expected from Grendel's mother!

It turns out that Grendel's mother (also known as the goddess) controls a pack of Disirs, which are monsters in the shape of beautiful women. The Disirs now set upon you, and your task is to resist them for as long as you can.



The Disirs' mode of attack is to grab you, kiss you, and suck the life right out of you. Your best defense is not to fight them, but simply to run. Keep moving around the ledge, rolling away if one of them gets too close. Punch to get yourself out of a jam if you must, then get moving once again.



If a Disir gets hold of you, rapidly tap Grab/Struggle to break free. Then start evading again. You'll need to play keepaway from the Disirs for a bare minimum of one minute.

### TIP

Don't bother trying to use Carnal Fury. It'll just weaken your health.



Eventually you'll succumb to the Disirs. That's okay; it has to happen. When this occurs, you kneel before Grendel's mother, the goddess, and present her with the golden horn given you by King Hrothgar. In return she promises to bestow great power upon you. And so the next act begins.



## ACT II: THE MONSTERS WITHIN (PART ONE)

**Y**ou awaken from being in Grendel's mother's cave to find yourself the new king of the Danes. What has happened to old King Hrothgar?

But there's no time to worry about that now. Wulfgar has awakened you to tell you of some urgent conflict.

At this time you unlock the Legacy system. This system is explained in a somewhat mysterious fashion—all you're told is that your choices will now affect your legacy, be it carnal or heroic.

### The Legacy System

The Legacy system is essentially a battle between your passions (Carnal Fury) and your leadership (Heroism). From now on, whenever you complete an episode or an important objective, you'll see a summary screen that shows which type of tactics—carnal or heroic—you used to win that battle. Then, based on which style you used more, you receive upgrade points that can be used to upgrade either your carnal powers or your heroic powers.

Also, a slider in the Game Status screen (accessible at almost any time by pressing the Game Status button) keeps a tally of what sort of fighter you are becoming. If you mostly use carnal tactics and earn carnal upgrades, the slider veers to the carnal (red) side; if you use mostly heroic tactics and win heroic upgrades, then the slider moves into the blue. If you use a mix of tactics, the slider stays more or less centered.

Examples: If you score most of your kills by grabbing enemies, or by using Carnal Fury, you'll likely earn carnal upgrades. If you let your thanes get lots of kills, use Heroic Storms frequently, or are yourself frequently heroic (glowing blue) when you score kills, then you'll get heroic upgrades.

Generally speaking, you don't need to worry about the Legacy system. You'll earn most of your upgrades in whatever area (carnal or heroic) you use most. That's a good thing. However, if you find that you're getting *all* of your upgrade points on one side or the other, consider switching to the other type of tactics for awhile. That way you won't be completely weak in one area or the other.

Carnal and heroic upgrades are purchased from Unferth and Wiglaf, respectively. We'll discuss the various upgrades that you can purchase in just a moment, when you go to converse with those two.

### BACK AT HEROT

*"THERE THE GREAT-HEARTED MAN RESTED IN THE TOWERING BUILDING, VAULTED AND DECORATED WITH GOLD..."*



Look around the bedchamber. Then, follow the prompts to talk to Wulfgar on the balcony. He urges you to action to defend the Danish village at Inglethorp.



Keep following the prompts. Now you're confronted by Hrothgar's former wife (now your wife), the queen. She asks what's become of the golden horn (the one Hrothgar gave to you, and you in turn gave to Grendel's mother). You have no good answer for her.



After she leaves, you are free in the mead hall. You may now talk either to your old companion Wiglaf (on the left) or the adviser Unferth (on the right). Choose Wiglaf first.



Talking to Wiglaf shows you a screen with four heroic upgrades (see the sidebar on the Legacy system, above). These upgrades all affect your power of Heroism.

**Heroic Aura Level:** Increases the range of the Heroic Booster.

**Heroic Storm Level:** Makes Heroic Storms last longer.

**Defense Level:** Helps your thanes defend against mortal attacks.

Heroic events last longer but occur less frequently.

**Leadership Level:** Increases duration of the time thanes stay in a heroic state when boosted.

You may not yet select any of the four power-ups, as you don't have any upgrade points yet. But keep them in mind for when you do.



Next, go check in with Unferth. Just as Wiglaf gives you access to the Heroic Upgrades screen, Unferth lets you look at the Carnal Upgrades screen.

The four carnal upgrades are:

**Carnal Fury Duration Level:** Makes Carnal Fury last longer.

**Charge Speed Level:** Lets you charge up and activate your

Carnal Fury faster.

**Damage Level:** Increases your attack power within Carnal Fury.

**Stun Breaker Level:** Reduces the time you're stunned after Carnal Fury is done.

Again, you can't grab any of these upgrades yet, as you have no upgrade points. Just review them for later.

Now exit this screen.



Select the queen icon to return to your bedchamber. The queen is here, and you can briefly talk to her, but it accomplishes nothing.

Instead, select the map icon to return to the balcony, where Wulfgar will show you a map. The Baneful Bogs of Ingelthorp, located just north of Herot, are highlighted. Select the map.



This brings you to the Weapon Selection screen. You can stick with your sword and shield, or go with a new selection, the war spear, instead. We like to go with the war spear, just to mix things up.

Regardless of which weapons you prefer, make your choices and then select "To Battle" to travel to the bogs near Ingelthorp.



## EPISODE 5: INNOCENCE SACRIFICED

*"THE COURAGEOUS TROOP OF YOUNG MEN CAME TO THE WATER, WEARING THEIR COATS OF RING-MAIL."*

You start out on a ledge overlooking the bogs. The town itself is not yet in sight. You have a mere three thanes at your command.



Slide down the ledge, into the water. Just ahead and to your right are two rune stone shards—one carnal and one heroic. Read the onscreen tips about these rune pieces, then collect both.

### NOTE

When you collect six shards of one type, you complete a rune stone. Rune stones provide benefits that we'll discuss in detail later. For now, just grab every shard you come across!



Move ahead, into the middle of the swampy area. Several undead worshippers (a new sort of foe) attack you. Beat them down with combo attacks.



Turn back and look toward the ledge where you started this level. Then look somewhat to the right, and see a path that leads up. Follow it until you're very close to the starting point.

Now climb up a pair of short ledges and collect another piece of a heroic rune stone. Get back down to the water when you're done.



Explore the watery area, taking special note of a big, burning fire on a walkway near the middle. As you approach it you receive a tip explaining that activating Carnal Fury near fires causes a damaging explosion.

Slay any small groups of undead who bother you as you look around.

### NOTE

Notice a sealed door with a mostly round, golden symbol on it, and a rock cairn nearby with the same symbol. You can't deal with these doors yet, but note them for later.

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Eventually, a very *big* group of undead slides down a slope and attacks. Get up close to that fire near the middle of the area, and activate Carnal Fury to blast most of the attackers with a big explosion. Then finish off the rest with standard combat.

### CAUTION

That was the biggest attack you'll face for awhile, but beware: More small bands of undead will periodically appear. Just fight them off with the usual tactics whenever they do, then return to whatever you were doing.



Go look at the sealed door with the glowing golden symbol on it. You can't open it yet, but we're using it as a point of reference.



Turn right and go forward as far as you can. You'll find a third piece of a heroic rune stone in an alcove.

Return to the door with the golden symbol and then turn around. Follow the path onto a walkway that rises up from the swamp a little, and then gets blocked by some big stones and a wooden fence. There's a thane trapped behind that debris.



Grab both stones (using Grab/Struggle) and throw them away. Then hack apart the fence. The thane, freed, joins your group, giving you four followers.



Look for a big walkway with several torches on it. It rises up from the swamp and leads to a high ledge. (There's a weapons pile near the base of this walkway.)

Before taking the walkway, veer around to the right of it. You'll find the ruins of a small boat in a corner. Hit the ruins until they are gone, revealing a fragment of a carnal rune stone. Grab the stone.





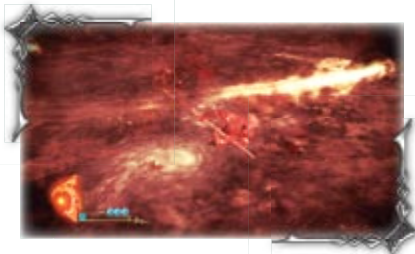
Now climb the walkway. At the top you'll find a giant circular door. Open the Command Interface and order the thanes to open the door, then use the Action Booster mini-game to speed their progress.

## OBJECTIVE: DEFEAT THE UNDEAD WORSHIPERS



Now follow a short, twisting passage to another big boggy area. As soon as you enter this boggy area, a really big group of undead worshipers appears. Complicating matters, there's a goddess statue just ahead—and as you learned while stalking Grendel's mother, your thanes will stand around, entranced, whenever there's a goddess statue in the vicinity.

Run ahead and destroy the goddess statue with a series of Light or Heavy Attacks. Doing this breaks the spell on your thanes, allowing them to properly fight the undead horde. (Failing to do this will likely result in their deaths.)



Once the goddess statue is broken, fight normally. Carnal Fury might be a good idea, especially if you can put a little distance between yourself and your men before you trigger it.

Keep your guard up: The worshipers appear in a couple of distinct waves.



After dealing with the first wave of worshipers, turn back and look at the exit of the winding tunnel you came from. Then look left. Immediately to the left, along the wall, is a carnal rune shard. Grab it.

Now make your way up one of the ramps leading to the raised center of this area. There are more undead worshipers up here.



Fight the undead, using Carnal Fury if you run into a really dense pack of them. Use combination attacks to build up Heroic Points when fighting smaller groups. Grapple with individual shield-bearing worshipers that block your other attacks.



When you've killed the last of the regular worshipers, a giant new enemy appears: a troll! An onscreen tip suggests that you dodge troll attacks, then counterattack.



## Trolls



You'll fight a number of trolls throughout the game. There are essentially two ways to handle them: the heroic way and the carnal way. You can use either tactic, or a combination of both, when fighting a troll. (We will recommend an appropriate tactic based on the situation.)

The heroic tactic takes longer but lets you maintain high health, and keeps your thanes flush with Heroism. This tactic involves facing the troll and holding down Block/Locked Strafe to keep it targeted. Then, whenever the troll swings at you, dodge (by pressing sideways and simultaneously tapping the Roll/Pick Up Weapon button) and then immediately tap Light Attack or Heavy Attack to initiate a counterattack. Each time you dodge, you build up Heroic Points, thus powering up your thanes with Heroism. You'll also increase your own health.

The carnal method is much faster, and thus is recommended when you need to score the kill in a hurry. To kill a troll this way, enter Carnal Fury and grapple with the troll. You can actually hold down the Carnal Fury button while you're busy tapping Grab/Struggle; that way, by the time you're fully locked onto the troll, you've entered Carnal Fury and you're ready to deal heavy damage.

Once you've got a grip on the troll, you'll climb onto its back. Keep tapping. Watch for an onscreen prompt to do the Crush attack (usually triggered by repeatedly tapping Heavy Attack). When the prompt appears, rapidly tap the prompted button. You'll deal massive damage to the troll, either killing it or damaging it to the point where another grapple (or a few combo attacks) will finish it off.

To fight the troll, use the heroic approach (read the sidebar for details). Start by holding down the Block/Locked Strafe button the entire time you're facing him.



Whenever he's about to strike, tap the Roll/Pick Up Weapon button while moving to one side or another. This makes you dodge. Then, quickly tap the Light Attack or Heavy Attack to counterattack. (If you use Light Attack, you can often get away with tapping it a couple of extra times, followed by a single Heavy Attack, to turn your counterattack into a combo.) Then watch for another opportunity to dodge, and repeat the process.

Keep this up until the troll dies.

### TIP

Don't get greedy and try to hit the troll too many times in a row. Learn to wait for its attack, so you can dodge and counterattack.

If you get into really serious trouble, feel free to activate Carnal Fury so you can finish off the troll faster.

When the troll falls, you see a screen summarizing how you killed the worshipers. Depending on whether you used more carnal or more heroic methods to beat them, you may be awarded either carnal or heroic upgrade points (which can be spent later, when you're talking to Wiglaf or Unferth).



A wheel now rises up on the ground near the middle of the raised walkway. Before turning it, explore this area thoroughly.

Look for a tall pillar of breakable rock. Destroy it to collect another carnal rune shard. Also notice more rock cairns and doors with glowing golden symbols (these symbols look more like birds than circles). Note their places, but don't do anything with them for now.

When you're done exploring, return to the wheel and order your thanes to turn it. As usual, use the Action Booster mini-game to speed their progress. As they turn the wheel, a gate rises. Go through that gate.





Collect a heroic rune stone shard just beyond the gate.



Follow the twisting passage through the water until you emerge in the village itself. Up ahead, a troll snatches up a young village woman. A new objective pops up: Save the Virgins!

## OBJECTIVE: SAVE THE VIRGINS

This objective translates to destroying all the evil creatures in the village, and quickly. The first task is to run after that troll and whack it, to make it drop the girl it's carrying off.

### NOTE

Trolls periodically try to carry off virgins. If they succeed, you lose—so you should always target trolls before other enemies.



Once you've caught up with the troll and hit it once or twice, fall into the usual troll-fighting pattern of waiting for an attack, dodging, then counterattacking. Don't get greedy. Hit the troll a couple of times when you counterattack, then wait for the next opportunity to dodge. (If you try to just keep hitting the troll, it will eventually recover and knock you down.)



Some humanoid worshipers will start to filter into the village now. Finish off the troll and start to kill the newcomers, but keep an eye out for more trolls.

When another troll shows up and grabs a village girl, abandon your fight with the humanoids and take on the troll. Kill it.



Now slay a few worshipers. Eventually a third troll shows up. Again, when it does, target it over any humanoid foes, and finish it off.



When the third troll falls, you complete the Save the Virgins objective.

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## OBJECTIVE: HUNT DOWN AND KILL THE PRIESTESSES

Quickly look for a shaft of light to resurrect your fallen thanes, and get under it—but don't get too comfortable. Immediately, you receive a new objective: Chase the evil priestesses who brought this trouble upon the village in the first place.



A group of undead worshipers now appears. A single priestess is among them. The priestess is distinguished by her tangled hair and skull mask. Leave the undead worshipers largely to your followers, and concentrate on chasing the priestess.

### Evil Priestesses

An evil priestess's main tactic is to get away from the battle and then start to work a hypnotic spell that lures in your thanes. (She emits a golden aura when casting this spell, so she's very easy to find.)

If you ignore the priestess and allow her to lure a thane all the way to her, she'll kill him on the spot. That's why it's so important to ignore regular foes and concentrate on keeping the priestess busy.

You can grapple with a priestess, and in fact, that's one of the best ways to kill her—but you need to tap the Grab/Struggle button very quickly to establish a solid grip.

A priestess is quite durable, and will fight a little—but she usually prefers to run off and work her spell on your thanes instead. Prepare to spend some time chasing her.



When you get close to the priestess, knock her down with Light Attacks, or grab her with Grab/Struggle to deal some serious damage. After she falls, deal as much extra damage as you can while she's on the ground (or in the process of getting up).

If she stands and fights, consider holding down Block/Locked Strafe and waiting for an attack. Then dodge, and counterattack. This builds up your Heroism.

Launch Heroic Storms to speed up the fight whenever your Heroic Points are nearly maxed out. (Or, go the Carnal Fury route.)

The priestess may sometimes run away. When that happens, follow her and try to knock her down with another Light Attack (or grab her), and then start the process again. (Follow the golden aura of her enchantment spell if you're having trouble locating her.)



When the first priestess and her band have fallen, a second band enters the village. Again, target the priestess while your thanes keep the others busy. Wear her down and eventually defeat her, then clean up her followers.





A third priestess and set of worshippers now appears. Again, target the priestess and wear her down with persistent attacks, augmented either by Heroic Storm or Carnal Fury if you get impatient.

After you've started hurting her, you'll notice that this third priestess can teleport around, and she's extra-aggressive about luring in your thanes. When she teleports away, immediately look for her, chase her, and start pounding on her again. Follow the golden aura that she emits while trying to lure your thanes to their deaths.

When this third priestess and her crew are no more, you see an Objective Complete screen.



Next, a crone approaches and tells you that the villagers have fallen to worshipping a great wolf. She gives you a vaguely anchor-shaped rune that she says will allow you to proceed to the wolf's lair.

You go to an Episode Complete screen now, where you once again win either carnal or heroic upgrades, based on the sorts of kills you scored in this episode.

## EPISODE 6: BEYOND THE BARROW

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You now start the next episode, but you aren't transported anywhere. You're still standing around in the village. Your first task is to run into a nearby column of light, thereby restoring your fallen thanes to life.

You should now have a total of six thanes, since you received a couple extras for completing the last episode.



Next, explore the village. We recommend looking for the watery passage that you followed to reach the village in the first place. Use that as a starting point for a thorough village search.

From the village entrance, turn right and explore the waterline to find a heroic rune shard. It's lying on a small outcropping of land right near the bog's edge.



Another heroic shard is on the other end of town. Look for a dock with a boat beside it; the rune shard is at the end of the dock.

There's a third rune inside the village. This one is on the ground between two huts. Before you can grab it, you must



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break a wooden stand with some fish bones strung from it. The rune is behind that stand.

There are some ruined boats in the swamp, just beyond the edge of the town. Go look among them to find a carnal rune shard. (This is the fourth and final rune shard found in the immediate vicinity of the village.) Now you've collected the rune shards, and it's time to proceed.



#### NOTE

Undead worshipers will periodically attack in small groups. You should have no trouble killing them with standard combo attacks.

Take a hard left and wade through a watery channel. Look for an alcove with a tall, breakable rock. Go up and break the rock to reveal a carnal rune shard. Grab it, then keep moving along the watery passage.



There's another heroic rune shard lying on a patch of dry land, just around the bend. Grab it and keep moving.



Keep exploring the swamp near these ruined boats, and you'll find some dry land with a rock cairn and a door. Both the cairn and door have the same roughly anchor-shaped symbol as the rune the old crone gave you. As you approach them, the door opens, thanks to your rune.

#### TIP

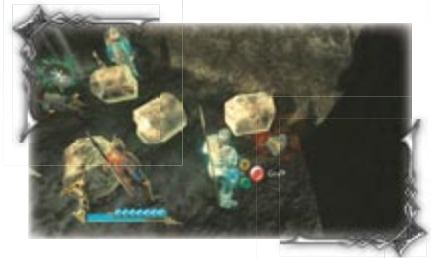
Now you know how to open these doors: You need to approach them with the proper rune in hand. Once you get the right runes, you'll be able to open the doors that you saw earlier in the level.



Go through the door and slide down into a big, open bog area. Walk straight ahead and look down. There's a carnal rune shard lying on a small patch of dry ground. Grab it.

Ahead and to the left is a rune door. It opens as you approach. But don't go through there yet. Instead, veer right and go up a slope to a giant turnstile. Order your thanes to turn the wheel and open a big door. As usual, use Action Booster to speed their progress.

Behind the door are several great finds: another captured thane to add to your army, both a heroic and a carnal rune shard (you must move some rocks to get the carnal one), and a legendary shield!





Grab everything and then return to the rune door that opened a moment ago.

#### NOTE

Legendary weapons and shields are great finds, so you absolutely should take this one.

Of course, if you were wielding a spear, you'll need to drop it; you cannot use a shield and spear together. But that's okay. Just look for one-handed weapons in subsequent weapons piles.

Now go through the rune door and fight a few undead worshippers. Take a look around. Though it may take you a minute to get your bearings, you'll soon realize that you're back in the bog where you appeared at the start of Episode 5.



After checking out the area, go to the big walkway with the weapons pile near the base. Grab a sword from the pile, then take the walkway and go through a narrow tunnel to the next bog area (which, again, you've already been in).

When you reach the next big area, your attention is drawn to a rune door on the right. This door has a vaguely bird-shaped rune on it. Approach that door.



When you reach the door, you're informed that the icons on the stone cairns guard the door.

Go back the other direction and look for a narrow passage leading into the cliffs. It may be guarded by a wooden fence—or not, if you destroyed the fence the last time through here.

Enter that passage and notice a gap. On the other side is a rock cairn with the bird icon.



Use the handholds on the wall to scramble all the way to the other side of the gap. Drop down beside the icon to activate it, thus opening the bird door.

#### NOTE

If the bird door fails to open, visit a cairn on the walkway near the middle of the main bog area. Touching this one will open the door.



Your men start getting attacked by undead worshippers shortly after you trigger the icon. Scale the wall and cross back to the main bog area, and join in the fight until no enemies are left standing.



Go to the bird door. As you go through the opened bird door, Wiglaf says he'll stay behind. Take the thanes and slide down a rock slope, and veer right into a watery channel. Fight the worshipers who get in your way.



## CUT OFF THE ENEMY ATTACK

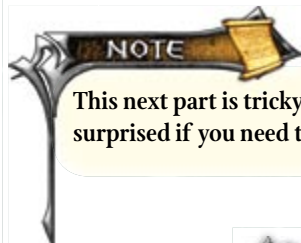


*Immediately* turn left and rush toward a big, opened circular door. Order the thanes to close the door, and immediately use the Action Booster to assist them.

An undead horde will attack soon. If you ordered the men to close the door as quickly as you could, and you performed the Action Booster flawlessly, the door will close before the undead get here.



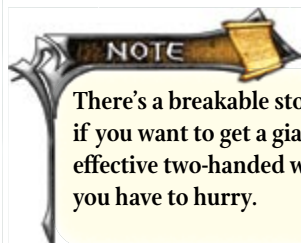
Slide down a couple more slopes and turn left. Now you're out near the barrow, a place where dead are buried. A cutscene shows a troll (and a hostage virgin) escaping through a closing barrow door. Your task will be to get through that door.



### NOTE

This next part is tricky, so read carefully—and don't be surprised if you need to start over once or twice.

Approach the barrow and slide down a slope. Don't worry about the small wheel in the ground straight ahead, or the sealed barrow door that the troll went through. You have bigger things to worry about.



### NOTE

There's a breakable stone column out here. Break it if you want to get a giant bone, which serves as an effective two-handed weapon. But not now! Right now you have to hurry.



When this door closes, run to the other end of the area and go up the stairs until you're next to another giant circular door. Order your thanes to Rally around you, then concentrate on killing enemies near this door.

Heroism is the best way to fight this battle, because you need your thanes to turn those wheels (and thus can't risk losing many of them to friendly fire during Carnal Fury).



## TIP

Look for beams of light to appear between enemy waves; standing in these can restore your thanes if you have lost any.

Concentrate on using dodge moves to set up counterattacks. Not only is this a great way to avoid damage, but it also gives you lots of Heroic Points and restores lots of your health.



If you see and hear a thane in trouble (his blue dot flashes red, and you can use the Event Camera to see that thane), run over and hit whoever's attacking him. Then get back to killing foes.



There are lots of enemies, and it's a tough fight. If you keep your Heroism levels up, though, you'll keep your thanes and yourself strong.

When the last enemy has fallen, *immediately* order the thanes to close this second circular door, and use Action Booster to speed them up. If you're fast and you perform the Action Booster correctly, you can close it before another wave of foes hits.

Now go back down to the central area, near the sealed barrow door. A few more undead will attack, but not in the numbers they did while the circular doors were open. Fight them until a column of light appears. Run into it to restore your fallen thanes to health!



## NOTE

If you have kept all your thanes alive, that column of light never appears. In that case, just move along to the next step.



When your thanes are all back at your side, look to the left of the sealed barrow door. There is a series of ledges that you can climb. Climb up those ledges to the top.

At the top you'll face another furious battle. Most of your opponents are worshipers and undead, but a troll is up here as well.



When the troll appears, consider dropping all the way back down to the main level and then using Rally to get your thanes down as well. (This will make it easier to get to the post-fight beam of light quickly, thus restoring your thanes.)

As usual, we recommend taking on the troll first. Start out with mix of dodges and counterattacks; if you time your dodges and counterattacks well, you can keep yourself and your men quite healthy.

After a while of this, activate Carnal Fury and grapple with the troll. Remember to watch the screen for button prompts, which will allow you to deal extra damage to the troll. Keep pressing Grab/Struggle when nothing is shown onscreen, but be ready to tap any highlighted buttons whenever they appear. This allows you to deal maximum damage to the troll.





A couple of good Carnal Fury-assisted grappling sessions with the troll, plus whatever damage you dealt while you were dodging and counterattacking, should be enough to kill it. Now finish off any remaining foes and you'll see a reward screen for completing the Cut Off the Enemy Attack objective.

As quickly as possible, get to the shaft of light so you can restore your fallen thanes to health. Then order the thanes to turn the wheel that opens the barrow door.



Enter the barrow door to complete the episode.

## EPISODE 7: RITUAL TEMPTATION

*"NEARBY, ON THE PLAIN NEAR THE WAVES OF THE WATER, WAS A BARROW, NEWLY BUILT BY THE HEADLANDS AND MADE DIFFICULT OF ACCESS."*

Now you're inside the barrow. There's only one path to follow, so press onward.



Slide down a slope and pass a breakable column. (You can break the column to reveal a giant bone, which works as a two-handed weapon, and a spiked shield.)

Run up a big stone stairway. At the top is a large, empty room. Look across the room; there's a place to climb up to a higher stairway. Do so, then run up those stairs.



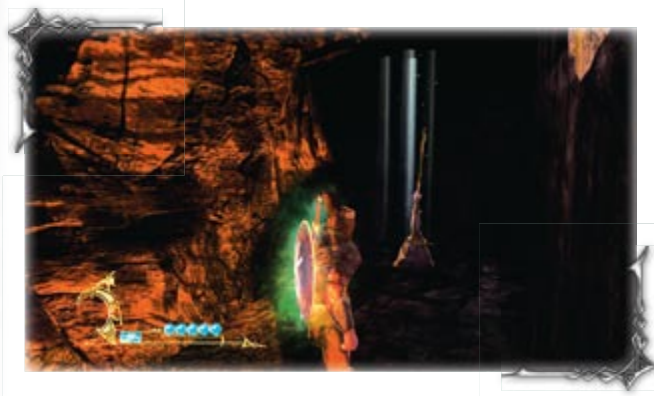
When you emerge in the late afternoon sunlight, turn right and climb a low wall. You get a glimpse of a troll in the distance, carrying off a virgin.



Run onto a narrow bridge. When you get about halfway across the bridge, turn left and look down. Below is a ledge, and above it is a handhold. On the ledge is a legendary spear.



Backtrack a bit and slide down the wall where you saw that handhold. Go all the way to the bottom. Grab the legendary spear from its holder. Then get back up, using the handhold.



Now get back on that narrow stone bridge. This time, cross to a small patch of land. A group of undead worshipers attacks; destroy them with combo attacks. (You can also do Carnal Fury, which is especially effective since there are fire sources all along the bridge, but that's dangerous when your men are close by.)



Move ahead across a second bridge and fight a second small group of undead worshipers.

Keep moving onto solid ground, then go up a slope. You see the troll up ahead, along with a priestess, the virgins you're supposed to save, and a bunch of undead worshipers.



## OBJECTIVE: SAVE THE VIRGINS!

Let's say this right away: this is a tough fight. You may have to retry it a few times, especially if you're playing on Legend difficulty.

There are a total of three trolls, but only one appears at any given time. Whenever a troll appears, it grabs a virgin and starts carrying her down one of two paths leading to a central pit. If it gets there and throws her in, you lose—so you have to intercept it before that happens.

Meanwhile, the priestess will occasionally pop up and kill your thanes. The worshipers will probably kill a thane or two as well.

We'll give you the steps needed to win, but executing them may be tough. Let's proceed!



Immediately run to your left, around the central pit. Run right past all the attacking worshipers. Your goal is to intercept the troll as quickly as possible. By the time you reach it, it has a virgin in hand.

Simultaneously grab the troll and start to power up Carnal Fury. You should be furiously tapping Grab/Struggle while holding down Carnal Fury, thus ensuring that you not only establish a solid grip but also trigger your Carnal Fury by the time you're ready to do a damaging move.

You mount the troll's back. Now, furiously tap Crush (see the onscreen prompt for the button for your platform) and you'll deal enough damage to kill the troll.

Immediately deactivate your Carnal Fury and continue to run in the same direction you were going (clockwise around the central pit). This takes you toward the back of the roughly circular area. (Ignore the worshipers as best you can.)





## NOTE

You can't roll when Carnal Fury is active. This limits your speed and mobility, and often causes you to get stuck grappling with worshipers. That's why we recommend deactivating Carnal Fury as soon as the troll is dead.

## TIP

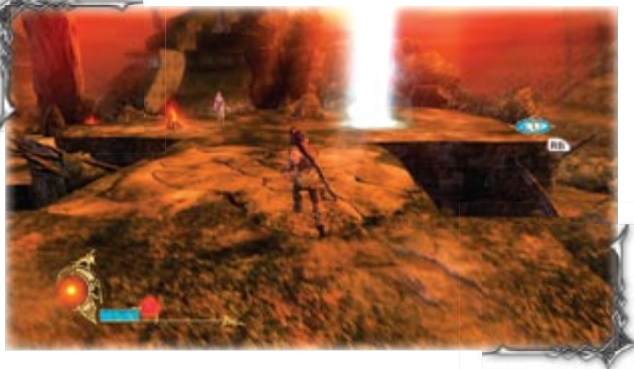
As you run, quickly open the Command Interface and order your thanes to Rally; this gets them moving toward you, and prevents them all from getting lured to their deaths by the priestess, who's around here somewhere.

As you reach the back of the area, look for a troll climbing down a rock face. Run up and intercept the troll just as it tries to pick up a virgin. Again, trigger Carnal Fury as you grapple with the troll; it's important that you're in full Carnal Fury by the time you mount the troll's back. Then hammer the Crush button (again, look for that onscreen prompt) to deal lethal damage.



## NOTE

If your health is low at any time, do some quick dodge/counterattack combos on nearby worshipers.



Now, immediately deactivate Carnal Fury and start running back the way you came from. (You should be moving counterclockwise around the central pit.) Ignore all enemies and dash straight for a column of light. Get in there to restore

your fallen thanes to life. (You're probably pretty low by now, so that's a big deal!)



Now run back to the area where you killed the last troll, and Rally your thanes so they surround you. If you happen to see the priestess around here, attack her and chase her away, but don't get into a grappling session. Keep an eye out for the next troll.



When the final troll appears in this area, run up and kill it just as you killed the first two (by activating Carnal Fury as you grapple, then performing a Crush move).



Now seek out the priestess. When you find her, kill her (either by grappling or with combo attacks). You can speed up the process by using Carnal Fury as you grapple.



Finally, mop up any remaining worshipers to complete the objective and see a victory screen.

### TIP

There's some luck involved in this battle. Sometimes your thanes all get killed before you can do anything about it, and you lose. If that happens, just try again.

You can sometimes spare a moment to save a thane who's near death (look for those flashing red dots!) or to chase off the priestess while she's in the middle of hypnotizing your thanes—but in many cases you can't spare the time.

Your thanes can be resurrected after the second troll falls, but if just one virgin gets thrown into the pit, you lose. So you have to treat the trolls as your number one threat, kill them quickly, and hope that your thanes can hold their own.

Remember to use the Rally command periodically. It helps get at least some of your thanes into your general area, so if they get into trouble (either pinned down by worshipers or entranced by the priestess) you don't have to go far to help them.



After you dismiss the victory screen, a demonic voice tells you that you're too late—and an unseen force flings you into the pit that the virgins were destined for.

You reappear in the cave of the goddess, a.k.a. Grendel's mother.

## OBJECTIVE: RESIST THE DISIRS

Approach the goddess.

At this point her Disirs appear, and you must once again try to resist them.

How much you resist depends on whether you want to leave a carnal legacy or a heroic one.

If you resist for more than one minute but under two, you receive multiple carnal upgrade points as a reward.

If you resist for more than two minutes, you receive heroic upgrade points instead.

### TIP

Either way, you *must* resist for at least one minute or you'll be killed.



Resisting the Disirs works exactly as it did the last time this happened. Try to run away rather than fight them. Roll for extra speed. Just run toward open areas, then get moving again when the Disirs get close.



When you do get caught, furiously tap Grab/Struggle to break free, then run again. It gets harder to break free each time.

You *will* succumb in the end. You will, however, receive upgrade points based on whether you lasted just one minute, or held out for more than two minutes.



## EPISODE 8: MEET THE SHADOWS

You find yourself in a red-hued cavern. Time to start moving again!

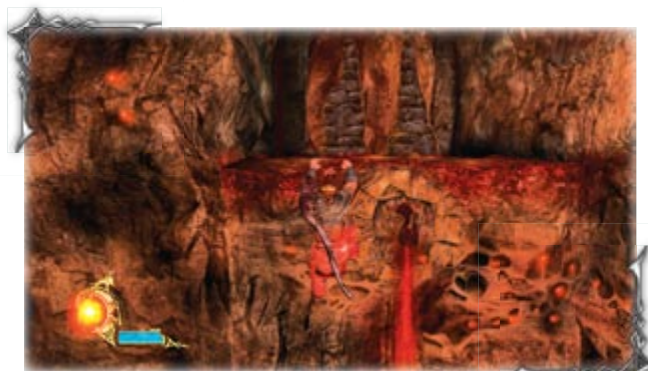
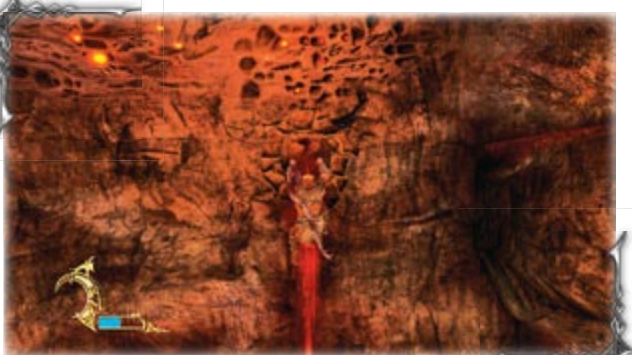
Break some stalagmites and walk through into a pool of blood. A tentacled creature attacks from below; kill it with a few combo attacks.



A tunnel leads away from this ledge. Follow it to a second cavern filled with blood. Kill several tentacled creatures down here.



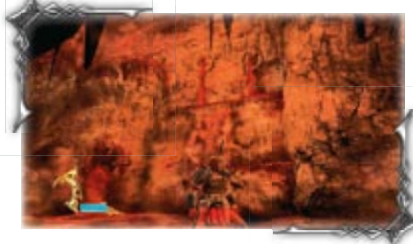
Look for a short series of ledges with bloody waterfalls shooting from them. Jump up the ledges.



Look for a wall you can climb. (It's near a weapons pile.) Consider this an optional place to explore. If you climb it, then slide down a slope, you'll find a small chamber with a tentacled creature and a spear. Kill the creature and grab the spear if you want it. Then go down another slope and you find yourself back inside the first of the large blood-filled caverns.

Hop across the wall and return to the second cavern.

Now take a look at the far wall of this cavern. Find a couple of ledges. Climb those, then use handholds to scramble left across the wall. Climb up onto a stone bridge that crosses the room.



Now look for a circular handhold on the wall above. (This handhold actually has blood streaming from it, so it's easy to overlook as a handhold. Many handholds in this area double as blood fountains.) Jump up and grab it, then jump to the right until you can grab a ledge. Pull yourself up onto the ledge.

Now use a couple of handholds on the wall to your right to travel to an even higher ledge.





Take the bridge, then use handholds on the wall to travel to the right. Jump down onto a high ledge and follow a tunnel leading out of this cavern.



Enter a small cave with bright light streaming from above. The obvious exit is a slope leading down to the right—but don't take it. Instead, turn left and jump up a series of handholds/blood waterfalls to a small chamber with a giant stone axe.

Consider grabbing the axe. Then get back down to the bright cave and slide down a series of slopes. Kill a tentacled creature and slash a Carnal Spore on the way down.

## OBJECTIVE: KILL THE SHADOW THANES

You slide into a big cavern, where you are attacked by a new sort of enemy: Shadow Thanes.

## Shadow Thanes

Essentially, Shadow Thanes are semi-invisible warriors that can only be hurt when you're in Carnal Fury. That's it! You can attack them barehanded, with weapons, or even grapple—but you *must* have Carnal Fury active or you can't damage them.

In this case you must fight five waves of Shadow Thanes. Once you kill all members of one wave, the next appears within a few moments. You win when the last wave of Shadow Thanes is dead.

The best strategy is simply to keep Carnal Fury active at all times (by constantly breaking Carnal Spores, which are common in this cavern) and knock down lots of Shadow Thanes at once with flurries of combo attacks.

If your weapon breaks, grapple with a Shadow Thane and grab his weapon. Then continue the fight.

This is a long battle, but not difficult if you manage it skillfully. There's just one trick to it: you need to stay in Carnal

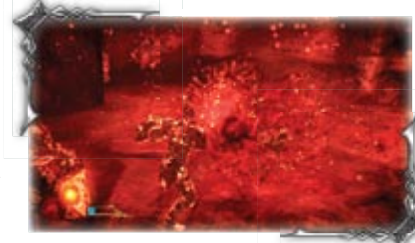
Fury the entire time. Thanks to all the Carnal Spores on the walls of the cavern, that's not too tough.

Enter Carnal Fury the instant this battle begins. Then, fight near the center of the cavern. As you fight, *always* keep one eye on the carnal gauge. When it's getting somewhat low, run along the cave wall until you find an unused Carnal Spore. (If the spore is dull and flat, you've used it recently. It will eventually regrow, but it's useless for now.) Attack that Carnal Spore to regenerate your Carnal Fury and keep it going.

There are enough Carnal Spores in this cave to keep your Carnal Fury active through the entire fight.

Activate Carnal Fury. Then start killing Shadow Thanes with combo attacks. Did you read the sidebar? Good. Stick near the middle of the cave when your Carnal Fury is high, then make a trip to the wall and smack a Carnal Spore whenever your carnal gauge is getting low.

While you can grapple with Shadow Thanes, we prefer to use combo attacks, as they can damage many Shadow Thanes at once. If your weapon breaks, grab one from a Shadow Thane. (A halberd is best—you can hurt lots of enemies at once when swinging it.)







Just keep defeating each wave of Shadow Thanes, and keep renewing your Carnal Fury. It's a long fight, but eventually you'll emerge victorious.



Climb the wall and go through the door that opened when the Shadow Thanes were defeated. You come to an outdoor area. Slide down a wall. Now you're at the base of some stairs leading to a tower.

Grab a weapon from a nearby pile if you wish to (for variety, there's a second pile down a ledge on your left). Then climb the stairs.



Keep climbing. You'll have to fight a few undead worshipers along the way, and jump over an obstacle or two.

Eventually the stairs lead you to an overlook. Down below are your thanes! You receive a new objective.

## OBJECTIVE: PROTECT YOUR THANES

Slide all the way down to the battlefield, where your thanes are fighting the undead.

Help them fight the first wave of attackers. This is mostly a bunch of undead worshipers, though a couple of tentacled creatures lurk in the bloody slime.



Once you defeat everyone, you'll have a moment of peace. Order the thanes to close one of two giant circular doors (one is on your level, off to the right; the other is atop a ledge). We recommend closing the one on your level.

Use the Action Booster to help the thanes close the door. If you manage to close a door, fewer enemies will attack in the next wave.

The next wave of attackers consists of even more undead, plus a single troll. You know what to do: Take on the troll! Either use dodge/counterattack combinations, or use Carnal Fury and then grapple with the troll. Or, use a combination of these attacks. This is a tough troll, so expect to dish out a lot of damage before it falls.



Once the troll has fallen, clean up the remaining undead worshipers. Now, quickly (before another wave has a chance to attack) order your thanes to close the second of the two circular doors. Once that door is closed, and you have killed any attackers who managed to get through it, you complete the objective—and the episode.



## NOTE

If you fail to close the second door in time, expect a full wave of new enemies, plus a second tough troll. Either order a few of your men to close the door while you defend them from these enemies, or wait until this wave is completely gone, and then order them to close it while using the Action Booster.

You can now explore a bit. There are some ledges to climb, but you won't find much outside of weapons piles and Carnal Spores.



When you're done, go through the small doorway that opened when you defeated the last of the enemies. Follow it until the next episode loads.

## EPISODE 9: IN A WOLF'S SKIN

You start out this episode at the base of a ramp leading up to the great wolf's lair. You have seven thanes at your side.

fountain-style handholds down below. Climb down, using those handholds.



Ascend the ramp slowly, periodically looking off to the left and down.



Slide left, and then enter a hollowed-out space beneath the ramp. The shadow shield is down here. Grab it to add it to your weapons collection. Then use the handholds to get back up to the ramp. Take the ramp all the way up.

At the top is a platform; in one corner of the platform is a lava pool. Go all the way across the platform, toward a gateway. The gate is magically sealed as you approach it, and then you're attacked by a small army of undead worshippers. Then, a giant, undead wolf rises from the lava pool.

## OBJECTIVE: DEFEAT THE WOLF

Check out the sidebar for details on this tough opponent, then start following the walkthrough.



Stop when you get to a level spot near the middle of the ramp, and look down and to the left. You'll see a couple of blood

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## The Wolf

The wolf is a dangerous beast, but also a predictable one. It emerges from a lava pool.

When you're close to the wolf, it swipes at you with its paw. When you're far away, it may charge at you or your thanes, dealing heavy damage before quickly retreating to the lava pool.

Sometimes it dives down into the lava pool, only to reemerge later. In the second stage of the battle, when the wolf has several lava pools to choose from, it will often emerge from a different pool than the one it dived into.

Killing the wolf is quite straightforward. To reduce its long health bars, face it and hold down Block/Locked Strafe. When it swipes a paw at you, dodge and counterattack (using the Heavy Attack button for maximum damage). Then repeat. You can sometimes do Heavy Attacks on the wolf without waiting for its attack—especially when it's distracted by your thanes—but counterattacking and waiting for the next dodge opportunity is the safest way.

To reduce the wolf's grapple points, mainly you'll just be tapping Grab/Struggle a whole lot. As the walkthrough explains, however, you need to follow an onscreen prompt to complete the final grapple point and win the fight.



Focus entirely on the wolf. Run up to it and lock in on it by holding down Block/Locked Strafe. (Keep this button depressed most of the time while you fight the wolf.)

Then hit the wolf with a Heavy Attack, and wait. If it's distracted, keep hitting it with Heavy Attacks. If it focuses on you, wait until it starts to swipe with its paw. Then dodge and counterattack (using the Heavy Attack button for the counterattack).

### NOTE

The wolf will periodically dive into the lava and then reappear. Stay near the lava and start hitting it as soon as it emerges.

This is the formula you'll use to destroy the wolf's first health bar. Strafe around it, hit with Heavy Attacks if it's distracted, and dodge and counterattack whenever it swipes at you. Your dodges will keep your Heroic Points high, and keep your health high as well.

Fight undead worshipers only if they're right in your way. (Most of the time you can clear out nearby worshipers just by using your counterattacks against the wolf.)



When the wolf's health bar is down to the first grapple point, it collapses. Run up and start pounding the Grab/Struggle button. Keep tapping the button to get a grip on the wolf, then get on its back, and finally deal some damaging punches that completely remove the health from that first grapple point.

### NOTE

If you want to steer Beowulf down the path of being a carnal slayer, you should start Carnal Fury every time you begin to grapple with the wolf. Otherwise, do not use Carnal Fury at any point during this battle.

### TIP

Just keep tapping the button. Don't let up or you'll be thrown off.

The wolf now disappears. Destroy any remaining undead in the area.



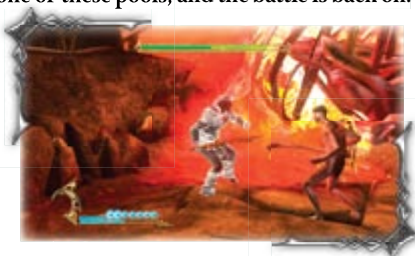
## TIP

Right after you complete the wolf's first grapple point, a beam of light appears nearby. Immediately run under it to restore any thanes who have fallen in battle.



The sealed gate has opened. Run through it and up the slope. You emerge in a second battleground, this one with four lava pools. The wolf emerges from one of these pools, and the battle is back on.

Run up to the wolf and start fighting it just as you did before. Use Block/Locked Strafe to stay facing it. Pummel it with Heavy Attacks when it's not facing you, and wait for a chance to dodge and counterattack when it does give you its full attention.



Sometimes the wolf will disappear back into its lava pool. When that happens, turn around and watch the other three pools:

it will soon reappear from one of those. When it starts to come out, rush over (press the Roll/Pick Up Weapon button to speed yourself up) and start fighting it before it lunges out and damages your thanes.



When you've knocked the wolf down to its second grapple point, it again flops to the ground. Once again, start tapping Grab/Struggle to grapple with the wolf, then mount its back, then deal enough damage to eliminate this grapple point.

## NOTE

In other words, this grapple point was just like the first one. There were no special moves required: just a lot of furious tapping of Grab/Struggle.



Now it's time to work on the wolf's last health bar. The wolf sticks around this time instead of taking off for a new location, but there's a new complication: A priestess appears and starts to try enchanting your thanes.

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We recommend immediately running over to the priestess, grappling with her, and then using the Crush move (look for the onscreen prompts from the grapple) to deal massive damage. Then smack her with a Heavy Attack while she's down, and grapple again as she gets up.

Keep repeating this until you've killed the priestess (and thereby removed the biggest threat to your thanes).

#### NOTE

You may take some damage if the wolf lunges during this time, and you may lose a thane or two—but you need to get that priestess out of the way!

#### NOTE

Again: If you want Beowulf to be a monster slayer, activate Carnal Fury at some point while you grapple with the wolf.

The carnal ending to this battle will look somewhat different from the heroic ending. It's more violent, and of course, it rewards you with carnal upgrades.



With the priestess gone, go back to attacking the wolf. As usual, use dodge/counterattack moves to hurt the wolf and keep your own health at a good level. When you've eliminated this health bar completely, the wolf flops down for a third time.



As before, furiously tap Grab/Struggle to grab the wolf and get progressively better holds on it. Don't stop, but do watch for an onscreen prompt. This time, you *will* be prompted to press a different button at some point during your grappling.



When you see the prompt, press that button, then go right back to tapping Grab/Struggle. A few more seconds of tapping Grab/Struggle brings the wolf to its knees. You are victorious, and the episode is complete!



# ACT II: THE MONSTERS WITHIN (PART TWO)

This is the continuation of Act II. We pick up the action as you return, victorious, to Herot, after defeating the great wolf in the village of Ingelthorp.

## INTERLUDE: NO TIME FOR FEASTING



80

You return to Herot and are greeted by Wiglaf, Unferth, and the queen. Amidst the revelry, however, you have a disturbing vision of Grendel in the hall.

### NOTE

Your reception, and the appearance of the hall, will change based on whether you're following a heroic or carnal path. For example, if you've been heroic, Wiglaf greets you and Unferth looks unhappy. If you're carnal, Unferth greets you and Wiglaf is sullen.

Shortly after this, Wiglaf informs you of an even more disturbing new development: Brecca, your old rival, has massed an army and attacked your kingdom. No rest for Beowulf, it seems!



When you get control of Beowulf, your first job is to go visit both Wiglaf and Unferth. Talk to each man, and spend your heroic and carnal upgrade points.

Start with Wiglaf. We recommend that you start by spending some heroic upgrade points in all four areas—upgrades start out so cheap that there's no reason not to upgrade everything a little.

After attaining one or even two upgrade levels in all areas, we like to put a little extra in Defense level, because that makes your thanes more effective. (It's no fun constantly interrupting a fight to rescue your thanes!)



Now visit Unferth and spend your carnal upgrades. Again, we recommend upgrading all carnal areas at least by one level. Once that's done, we recommend putting extra emphasis on Damage level. This allows you to really crank out the damage while in Carnal Fury—which, after all, is the whole point of that mode.

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When you're done here, go to your bedchamber, then out on the balcony to speak to Wulfgar. He shows you the map of the kingdom. Select the Pernicious Falls of Noatunthorp.



Finally, select your weapons. Choose from a selection of weapons that you grabbed at some point in your previous battles. We recommend the Legendary Shield, plus a Shadow Sword if you happened to grab one while fighting the Shadow Thanes. But any weapon will do.

Then set out for battle!

## EPISODE 10: TREACHEROUS FALLS

You start out on the beach; Brecca's army is sailing the seas nearby.

You have seven thanes.

Break a wooden fence and advance. Up ahead is a burning ship. Run down the dock toward it.

Up ahead is a pack of Formors. These furry, horned enemies are new, but you don't need to deal with them any differently than you would a human opponent. They're just as susceptible to combo attacks and grappling attacks as any humanoid creatures.



Just a short way up the path, you'll see a big boulder on your right. Veer off the path and go past the boulder to a spot where you can climb a wall. Climb it to reach a helpless thane. When you reach him, he joins your band. Now you have eight thanes.

Get back down and continue following the path up the cliff. At the top, you get a glimpse of Brecca's ship in the distance. Below is a clearing filled with Formors.



After finishing off the Formors, a wheel rises. Order your men to turn the wheel and lower a bridge leading up the cliffs. Use Command Booster to speed up the process. Then go up the path.





Slide down the slope and kill the Formors with combo attacks.

## OBJECTIVE: KILL THE FORMOR LEADER

Now a new band of Formors appears from the cliffs. Among them is a leader, who hangs back while the rest attack. Your new task is to slay the leader.



When this new bunch of Formors attacks, fight them in the clearing for a little while. Then, when most of them have fallen and a few more start trickling down from the cliffs, look for a spot on the right side of the clearing where you can climb up and kill the ones just standing on the cliff.

Doing this also forces the Formor leader to retreat to higher ground, where you can't follow him. When he retreats, the influx of Formors temporarily stops.

When no more Formors are appearing, get back down into the clearing and order the thanes to turn a wheel and open a gate on the far end of the clearing.

Use Action Booster to speed the process.



Go through the gate and slay another bunch of Formors. The leader is now standing up on another ledge to the right. Look for a spot where you can climb up to a handhold, and from there gain the ledge.



As you reach the ledge, the Formor leader climbs up to higher ground. Fight the other Formors here, then drop down to rejoin your men. (The wall the Formor leader just climbed is too steep for you, so you cannot simply follow him.)



Advance with your thanes, fighting all the way. You reach another clearing. To the left, a giant boulder sits in a wooden armature.

Ignore the boulder for now, but do look on the cliff walls near it for a handhold. Use the handhold to climb up to a stone bridge. Now you're up where the Formor leader is.





Fight your way to the Formor leader and slay him. All the usual stuff works: combo attacks, grappling (though you'll have to tap the button fast to grapple, as the leader is strong). Kill him, then mop up any other Formors that appear.



#### NOTE

Later on, you'll open that sealed gate from the other side.

Also, look out to sea and note a tall tower with something blue glowing atop it. That's a legendary axe. You can't get it now, but you will be able to later. When that time comes, we'll tell you how.

### OBJECTIVE: CRUSH THE ENEMY HORDE

As you cross the bridge, you get another glimpse of Brecca's ship, and a bunch of Formors attacks.



Defeat the nearest Formors with combo attacks, keeping your thanes' Heroism high. As you advance, look around. A heroic rune shard is on the ground in this area. It's off to the right, behind a couple of sections of breakable fence.



Get back down to the boulder and order your men to free it, using Action Booster to speed them. When they succeed, the boulder rolls down and knocks a wheel free.



Go down to the wheel and order the thanes to turn it. This lowers a bridge.

#### NOTE

A small group of Vikings may attack at this time. If this happens, abandon the wheel and finish them off. Then get back to the wheel-turning.

When the bridge is lowered, go across. (There's a cave leading down to a sealed gate beside the bridge; you can explore it if you'd like, but you can't get past the gate at the moment.)

#### NOTE

Also in this area is a red banner. Approach and activate it to buy carnal or heroic upgrades or adjust your weapon selection, just as if you were in Herot.

Keep advancing to a clearing with another boulder. Many waves of Formors, and also Viking warriors, swarm into the area.



Fight these newcomers with combo attacks.

When you get a chance, run over to the side of the clearing nearest the sea, and look down. You may see a troll down there.



# TIP

Even while the battle rages, you can order some thanes to free the boulder in the middle of the clearing. Doing so will remove some thanes from the fight, but if they succeed, the boulder will roll down and smash the troll waiting below.

We encourage you to try this boulder trick, but we'll continue the walkthrough assuming that you didn't manage to accomplish it. (If you fail to use the boulder, the troll simply climbs up at a certain point, and must then be killed normally.)

During the fight, you can also climb up a slope to a higher ledge, and deal with some of your enemies as they slide down from above. Look for a carnal rune shard on the ground.



# TIP

If you choose not to visit the higher ground during the battle itself, be sure to get up there when the fight is done, so you can grab the shard.



Keep fighting. If you failed to spring the boulder and crush the troll, the troll eventually climbs up from his lower ledge. Take on the troll. As usual, you can either dodge and counter-attack, or use Carnal Fury to grapple with the troll. We find that grappling with Carnal Fury, then using the Crush move, works fastest.

Keep after the troll; it's quite tough and can absorb lots of damage. When it falls, clean up any stragglers to complete your objective. Look for a beam of light to restore your fallen thanes.



Insert the following here:

# TIP

If you didn't climb to the higher ledge and grab the carnal rune shard yet, do so now.

Then, while you're up there, look for a narrow ledge accessible from here. It's not big enough to stand on, but if you stand at the left side of this area and climb the wall, you can grab it. Then slide left until you can make your way onto a second elevated ledge.



A thane is trapped on this new ledge, and there's a heroic rune shard here as well. Collect both, then slide back down to the main level.

Follow the path down to a spot with a sealed circular door with a Celtic cross on it. Nearby is an opened gate. (The gate opened when you defeated the horde.)



### TIP

Along the way to this spot, collect a carnal rune shard from behind a fire.

### NOTE

You can revisit and open this circular door later, but only after you've nearly completed the level. There is a heroic rune shard behind it.



The circular door won't budge and can't be opened by the thanes, so go through the open gate.

## EPISODE II: RETALIATION

Follow the tunnel beyond the gate.



The tunnel leads to a seaside path. Follow the path until you can see Brecca and his horde up ahead. They have destroyed a village and are lying in wait for you.

### OBJECTIVE: OPEN THE GATE TO GAIN ACCESS TO NOATUNTHORP

Approach the walls of the village. A mixed force of Formors and Vikings holds it. More will periodically come down a slide to the right.

Help your men thin out most of the first wave of attackers.



When the area is at least partly clear, consider dropping down to the nearby beach. From there, look for handholds that let you climb all the way up to the village watchtower.

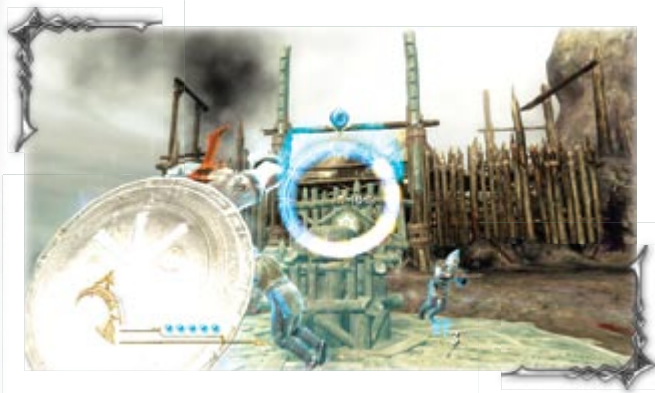
Climb the wall and drop down. Now you're atop the village wall.



Clear out the spear-throwing Formors on the wall. This will reduce the pressure on your men when you order them to turn the wheel. Then, slide down the slope to rejoin your men outside the



wall. Fight until there aren't many Vikings nearby, then order your thanes to start turning the giant wheel to open the village gate.



Use Action Booster to speed the thanes only if you don't see any Vikings in the area. When Vikings do appear, fight them and just let the thanes continue turning the wheel at their own pace.

Eventually the wheel is turned and the village gates are open.

Kill the last few Vikings here. Then go through the opened gate. Follow a path to a second gate, which opened shortly after you completed your last objective. Go through that one too.



Now you're looking down on the village proper. A horde of Formors occupies it. As you approach, you see that a leader is standing up on a cliff to the right.

## OBJECTIVE: HUNT DOWN AND KILL THE FORMOR LEADER



Help fight the initial wave of Formors, then look around on the right side of the village for a cliff wall leading up to the Formor leader. Scale the wall. The leader flees. Kill any other Formors up here, then jump down to a rooftop and slide back down.

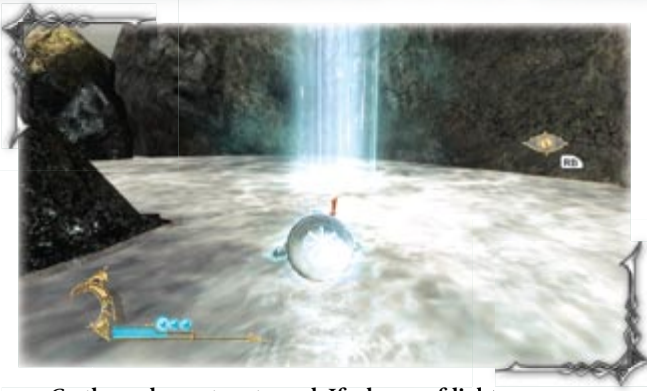


The Formor leader is now down by the beach. Ignore the Formor warriors around you and find a path leading down to the beach. Then, attack the Formor leader and kill him. The easiest method is to use Carnal Fury and grapple with him.



You complete your objective once the leader falls. A nearby gate now opens. Help your men finish off the remaining Formors, then go through the gate.





Go through a watery tunnel. If a beam of light appears, go inside to restore your fallen thanes. Then keep moving. At the end of the tunnel, note another red banner that lets you buy upgrades or change weapons if you wish.



The tunnel leads to another part of the village. Up high, another Formor leader is looking down over everything.

## OBJECTIVE: USE CARNAL FURY TO HUNT DOWN AND KILL THE FORMOR LEADER

Move into the village, where regular Formors attack. While your men fight the regular Formors, move ahead and slightly right, to where the Formor leader stands on a platform.

You cannot actually reach the Formor leader, but there is a bonfire just below his platform. Stand just below the platform and trigger Carnal Fury. This causes the bonfire (and a second bonfire up on the platform) to blaze up and hurt the leader.

Move back and look up. Verify that you've chased the leader away from the platform. If he's still up there, go up and trigger Carnal Fury again for another fiery explosion.



When you can no longer see the leader up there, help your men finish off the remaining Formors.



Advance and look at a waterfall. In the water, right in front of a waterwheel, you'll see a spot where you can climb up into a tall tower. You must destroy a cart in front of the waterwheel before you can climb it. Climb up there.

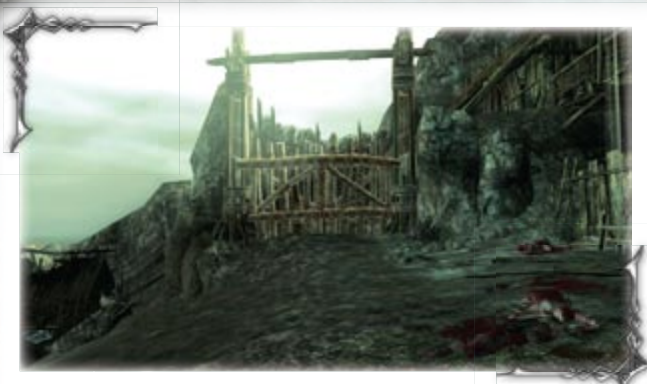
The Formor leader is here, just out of reach but next to another fire. Again trigger Carnal Fury to hurt him, and he scampers off. (If you're lucky you can catch the Formor leader before he gets away, but we'll assume that you missed him this time.) No matter. Trigger Carnal Fury and shred through all the Viking warriors up on these platforms.



When nobody's left on the platforms, go to the side near the beach and look for a place to slide down. The Formor leader is down there, on the beach.







You know what to do now: slide down and go after the leader. Carnal Fury plus grappling will finish off the leader very quickly, and complete your objective.

A nearby gate opens.



Run through the gate and down a path. Enter the beam of light to revive your thanes. Then proceed into another village clearing.

## OBJECTIVE: HUNT DOWN AND KILL THE FORMOR LEADER

Cross to the other side of the village clearing, and another Formor leader appears up high.

While your thanes fight the Vikings who now attack, run inside a giant, partly burned-out hall. At the far end, look for handholds. Scale the wall, using the handholds. Then jump off to the left, onto an upper floor.



The Formor leader runs off. Kill all the other Formors up here. Then, look for a slide and slide back down to ground level.

If you took too long upstairs, a troll now attacks. Run and grab him before he kills many of your thanes. Power up Carnal Fury as you grapple with him, then use the Crush move once you've got hold of him.

If that doesn't kill him outright, a few quick combos will finish him off.

Now the Formor leader is down on the ground floor of the hall. If no troll has shown up yet, or if one did and you managed to kill him, it's time to seek the Formor leader out, enter Carnal Fury, and grapple/Crush him a couple of times to put a speedy end to him. This completes your objective.



Run outside and get in the beam of light to restore your thanes. Then order the thanes to turn the wheel that has just risen from the ground.

Follow the passage unlocked by turning the wheel.



## OBJECTIVE: PROTECT THE HOLY RELIC

Eventually you reach a spot where the land splits into two passes, which both lead to the same high ridge. On that ridge is a holy relic (a primitive cross). A variety of enemies now attack; your task is to keep them back from that cross.

### NOTE

This objective can be very manageable or nearly impossible. The key is to close the circular door immediately and then use the two boulders at just the right moments. If you are too early or late with the boulders, they fail to kill the bulk of the attacking enemies. In that case, you have a really tough fight on your hands.

We recommend a heroic approach (lots of combos and no Carnal Fury) to get through this battle. Having thanes in a Heroic state makes a big difference.

Start out by *immediately* veering into the right pass. There's a circular door there that your thanes can close. Immediately have them start to close it; this will seal one possible approach that the Vikings and Formors use.



Use the Action Booster the very instant it's available. Waste no time, and you'll seal the door before the first enemy wave gets here.



When the first wave appears, you can use the Event Camera to see it. Do so, and you'll see that it's composed of Formors and Vikings. Now go up to the high ground, near the holy relic. There are two boulders here.

### TIP

Wait up here for the wave of attackers to hit. Let your men intercept them while you hang back on the small wooden ramp that leads up to the relic itself. In anyone gets through to you, fight them from the ramp. This way, you prevent anyone from reaching the relic.

Get anyone who does approach the relic out of there quickly. If it's just one enemy, grab him and use Crush. If there are many, you'll have to slash with your weapon—but be careful, because the relic can only stand so much abuse. Do *not* trigger Carnal Fury while you're near the relic. If necessary, you can trigger it at the base of the wooden ramp.

Generally speaking, you don't want to let anyone close to the relic in the first place.

### NOTE

You should be building up Heroism all this time, as you use combo attacks to fell enemies. But don't trigger a Heroic Storm just yet.

When the first wave of attackers is defeated, all will be quiet for a moment. Then another horde attacks, this one from the beach down below. Use the Event Camera to see it, and verify that it's another wave of Vikings and Formors. *Immediately* order the thanes to hack loose the boulder that is rightmost as you stand looking at the boulders from below. Use Action Booster to speed them up. If you're fast enough, the boulder rolls down and crushes most of the attackers.

Now take your place at the base of the relic ramp and play defense until this wave is dead. Again, don't trigger a Heroic Storm.

Wait through another quiet period. When the Event Camera shows another wave of attackers coming from the beach (including two trolls), order your men to hack loose the second boulder. Again use

Action Booster to speed this process. If you're fast enough, this boulder crushes the trolls and most other attackers as well.





Now just hold the high ground. You have to hope that you crushed most of the enemies; exactly who or what you face will depend on how well you timed the boulder's release. When enemies appear, go ahead and trigger a Heroic Storm if you can. That will give your thanes the maximum edge as they deal with the enemy.

If you were both lucky and good, you won't face much of an assault, and you complete the objective. This also completes the episode.

#### NOTE

As we said, this mission can be manageable or brutal. If you time the boulders' release correctly, you may think it's fairly easy. If you loose them at the wrong time, you may be tearing your hair out.

Remember: order your men to hack at the boulders (and use Action Booster) immediately after looking at each incoming wave with the Event Camera. Don't start too early, and don't waste time once the Event Camera shows the enemy.

By no means should you waste a boulder on that first enemy wave. You can handle that one on your own, and you need the boulders for the second and third waves!



A cutscene shows Brecca taunting you from his ship.

Later, a crone approaches and offers a new holy rune. This one is in the shape of a cross.

## EPISODE 12: NORSE SEAS

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Brecca must be stopped. That much is clear. Now it's just a matter of reaching him.

Fortunately for you, there are a whopping 10 thanes at your side at the start of this episode.



You start out where you ended the last episode. Nearby is a wheel covered with glowing crosses. Order the thanes to turn the wheel.

While the wheel is turning, explore the upper corners of this area. There are two rune fragments here—a heroic fragment in the upper left corner, and a carnal one in the upper right.



The wheel drops a bridge. Before crossing it, notice a passage just to its right. Follow it behind the circular door you closed earlier. You'll find a second heroic rune fragment back here.



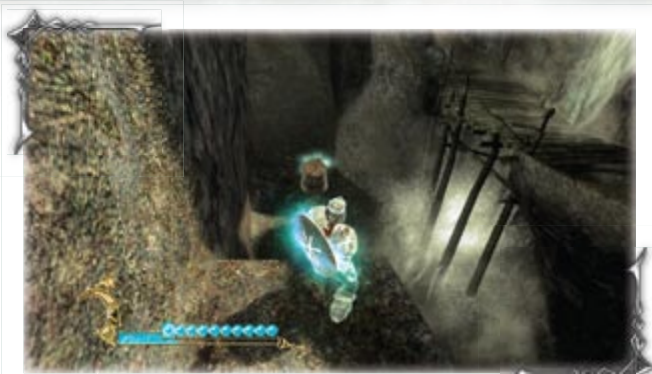
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Now cross the bridge you just lowered. Follow a winding path until you reach a point where you can either turn right or continue forward and drop to a lower ledge. Go forward and collect a heroic rune shard from that ledge.

When you get back up from the ledge, immediately look up at the wall beside you. There are handholds there. Climb the wall using those handholds, then make your way to the right, across the rock face, using a long ledge that eventually appears.



#### TIP

One of the handholds to the right is a long way away. You can't just rapidly tap Grab/Struggle to get there, as you normally would.

Start swinging back and forth by pressing and holding the control stick (or key) to the right. Let yourself swing back and forth once or twice. Then, just as you start moving right once again, press *and hold* Grab/Struggle to get the maximum distance on your initial lunge. Then return to tapping the button.

If you fail to hold down the button on the initial lunge, you will fall short of the handhold.



When you reach a spot where you can haul yourself up, do so. You'll find two rune shards (one of each type) here.

Now slide down a slope to a bridge overlooking the main path. When you reach a dead end at the cliff face, climb slightly up the cliff face, then immediately climb off to the right, so you're no longer over the bridge. Then slide all the way down to the main path. Your thanes rejoin you here.



Follow the main path ever downward, until you come back out outside. Ahead is a wheel with crosses on it, and a sealed gate. Further ahead and to the right is a big circular door, also engraved with a cross.



Order the thanes to start turning the wheel. Fight off any Formors that attack while they're busy, and use Action Booster when all is clear.

The wheel opens a gate to the left. That gate leads back to an earlier part of this level. You can follow the passage if you want to go back and explore. We'll do that in just a moment.

Before actually going through the gate you just opened, look just to the right of it. There's a very easy-to-miss ledge near your feet. If you jump down, hang from that





ledge, and then slide to the right, you can get onto a path leading to the tower with the legendary axe that you saw earlier.



At the base of the tower, look for a hard-to-see handhold. Jump up to it and start climbing. When you run out of handholds above you, go left and then continue up.



The legendary axe and a carnal rune shard are at the top of the tower. Grab them.

#### NOTE

There is one extra rune shard of each type in the game. There's no harm to grabbing these extra shards, but no benefit either.

Now get back down and return to the wheel gate that your men just opened. It leads back into parts of the map you have previously explored.



Go through the gate and up a ramp into previously explored terrain. Take a right and keep going until you see a door with a cross on it that you couldn't open earlier. (We made a note of it at the time.)

Order your thanes to open this door, revealing a trapped thane and a heroic rune shard. Grab both.



Return through the gate and you're once again in new territory.



Near the opened gate and the wheel that opened it is another circular door with the cross symbol. Behind that door are two more rune shards; one of each type. Order your thanes to open this door, and grab them.

Near the door with a cross symbol is a path leading down to the docks. Take the path down toward the water's edge.

Along the path, be sure to pick up a carnal rune fragment lying in plain sight. That's the last rune shard in the game.



## ON THE SHIP

Your task is now to board a ship and sail out to meet Brecca.

When you regain control of Beowulf, you're once again at your familiar spot at the helm of a Viking longboat.

Open the Action Booster and play the mini-game to inspire your men to row faster.



Once you succeed, Brecca's ship appears in the distance. Once again use the Action Booster to speed up the rowing. Now you reach an island.

## OBJECTIVE: KILL BRECCA!

*"NEVER YET DID BRECCA, OR YOU EITHER, DO SUCH A BOLD DEED IN BATTLE WITH YOUR SHINING SWORDS..."*

You emerge from the ship with enemy Vikings and Formors right ahead. Brecca is up on the cliffs.

Cut your way through the Formors and Vikings, and look for a way up the cliff. (There are two spots with handholds.) Climb up right away.



### TIP

Your men are somewhat outnumbered and will periodically fall, but you can't bother with them. Your job is simply to kill Brecca fast—before they all die.



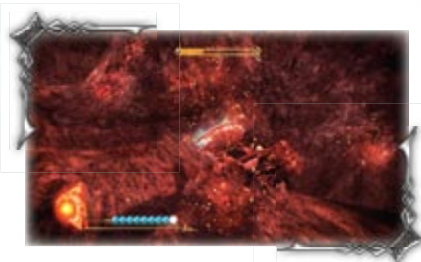
At the top of the ledge, cut down a couple of enemies and then look for a spot where you can climb up to a second level. That's where Brecca is.

Once you're up to Brecca's level, killing him is relatively easy. He's a good fighter and armed with a sword and shield, but you can either kill him by grappling in Carnal Fury mode, or by using Block/Locked Strafe and dodging, then counterattacking.



You'll notice that we haven't provided a sidebar for Brecca, as we usually do with boss fights. That's because Brecca just has one health bar, and you can finish him off in a single, Carnal Rage-fueled frenzy.

While you can go the heroic route, we recommend starting with a Carnal Fury-powered grapple and Crush, and then finishing Brecca off with a few devastating combos. This Carnal approach is fastest, which is good, because your thanes will die quickly down on the beach. Even if you're following a mostly heroic path, you might consider Carnal Fury here.



If you do decide to be heroic, dodge and counterattack as skillfully as you can, and whittle Brecca down as quickly as you can. Eventually he will fall, and you move on to the next episode.



## EPISODE 13: HEL RIDE

Beowulf now decides to sail the Viking ship to Hel (also known as the icelands), where he hopes to cement his legacy by doing something no living man has ever done. This is the domain of Hela, a formidable opponent. You will face a number of difficult challenges in Hel, not the least of which will be defeating Hela herself.



Leap off the boat as your thanes paddle ahead; you must now clear a path for the ship, or it will crash.

Run ahead along the icy path. Smash a pair of icicles in your way.

Ahead is a glowing blue ice crystal. Shatter it with repeated attacks to clear the obstacle, thus saving the boat.

Now get back onboard.



The ship must now navigate through a perilous strait. On two occasions the lookout will warn of reefs ahead. Each time, play the Action Booster mini-game to avoid the reefs.



Next comes another situation where you leap from the boat and run ahead to smash crystals to save the ship.

### NOTE

Last time, you needed to destroy just one crystal. This time you have to smash a whole series of crystals.

Run along the path toward the first tall blue ice crystal.



Smash some icicles to get past them. Climb up a short wall and veer right. Smash the blue ice crystal to remove the first obstacle before the ship.

Run ahead again, then turn left and look for diamond-shaped handholds on a sheer cliff wall. Climb the wall, then hop to the right and get onto a high platform.



Controls

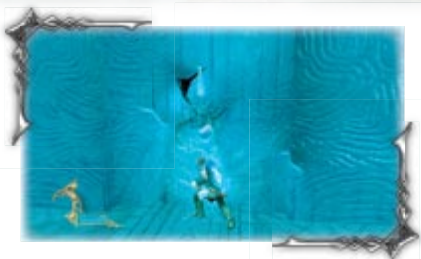
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There's an ice door to your right. You can break the ice and grab the two-handed shadow hammer from behind it. (We recommend taking it, if only to complete your weapons collection.) Then get going again and drop down the other side of the ledge.

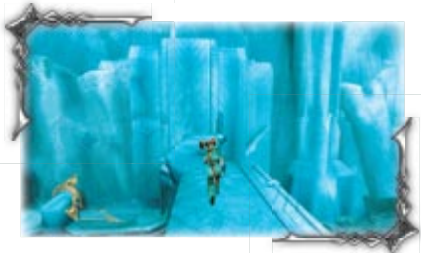


Start moving along the new path. When you see handholds in the wall on the right, climb them as far up as possible. Then look for more handholds to the left; jump across to those.



Smash another tall blue ice column to clear the second obstacle from the ship's path.

Now get moving along the path again. When you see handholds on the left, climb them to a high platform. Then run across a bridge to the other side of the river.



Drop down onto a bridge that leads back across the river. Cross the bridge and use the handholds to climb up the opposite wall.

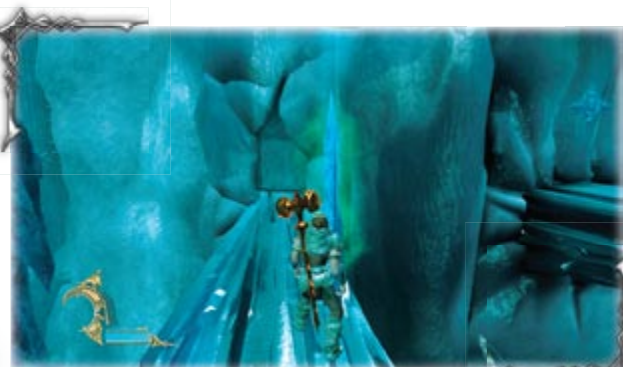


When you reach the other side, smash an ice door and run down a passage that exits right next to the crystal. Destroy the third crystal to clear the third obstacle from the ship's path.





Now follow these handholds to the right. There's another extra-long gap to cross. To get across it, follow the procedure explained in the last tip. Swing, then press and hold Grab/Struggle on the initial lunge to get the extra distance you need.



Get onto a ledge and run to the next blue ice crystal. Shatter it to remove the next ship obstacle.



Cross the platform and go down into a tunnel. Follow the tunnel until you see a vision of Hrothgar, who confesses that he, too, fell under the sway of Grendel's mother—and, worse yet, that Grendel was actually his son.



Run through a small circular chamber and into a tunnel on the other side. You're now teleported to a spot you should know well: the lair of Grendel's mother!



Now it's time to play a game you know well: Keep away from the Disirs!

As usual, consider whether you wish to build up carnal upgrade points or heroic upgrade points. If you've been accumulating lots of heroic upgrades and are short on carnal upgrades, resist the Disirs for a bit over a minute, then give in. You'll score carnal upgrades this way. If, on the other hand, you really want more heroic upgrades, try to resist for more than two minutes.

Regardless, the key to resisting, as always, is to never attack. Keep moving and stay away from the Disirs. When a Disir grabs you, furiously tap Grab/Struggle to break free.

When you do finally succumb, you move on to the next episode.



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## EPISODE 14: TWO KINGS IN HEL

*"STRANGE NOISES ROSE UP AGAIN AND AGAIN,\* A DREADFUL TERROR STIRRED THE DANES AND SEIZED EVERY MAN WHO HEARD..."*

As this episode begins, you're still in Hel, but you're now reunited with your thanes. It's time to find and vanquish Hela.



Move down the icy path, past your longboat.



Continue up a spiraling ramp until you enter a great chamber filled with enemies and obstacles. You have a new task: Defeat Hela, queen of this frozen hell.

### OBJECTIVE: DEFEAT HELA

Defeating Hela, queen of Hel, will not be easy. However, unlike most other boss enemies, Hela's strength lies not in her own battle prowess but in that of her creatures. See the sidebar for the overview of this battle.

### Defeating Hela

Since this is a complex battle, and since you'll spend most of your time trying to *reach* Hela rather than directly fighting her, this sidebar provides an overview of the entire battle plan rather than a description of Hela herself.

You start out at the top of this great hall. To either side of you is a boulder, and below each boulder is a circular door.

At the bottom of the hall, directly in the path of each boulder, are two sets of blue ice crystals. These crystals must be smashed before you can move to the next phase of battle; the longer you let them exist, the more trolls and other enemies are summoned.

Here's how the battle should go. First, run down to one of the circular doors and order the thanes to open it. This clears a path for the boulder.

Next, order the thanes to release the boulder directly above the door you just opened. The boulder rolls down and smashes some of the blue ice crystals—and an ice troll as well!

Run through the open door. Make sure the boulder properly smashed all the crystals on its side of the hall. Then, run over to the other set of crystals and smash those yourself, using your weapon.

You've destroyed the troll teleporters. After you clean up any trolls and Hela worshipers that remain in the area, a wheel appears in the center of the hall. Order the thanes to turn the wheel. This reveals an ice column. Hela is at the top of the column.

Climb to the top of that column and strangle Hela to win the battle.

That's the outline. The walkthrough provides a bit more detail on how to win this battle.

Run left, and order the thanes to open the leftmost of the two circular doors. (Do *not* order them to hack loose the boulder; if they go to the boulder, Rally them back, get closer to the door, and try again.) Use the Action Booster to speed them up.







When the door is open, target the boulder just above the door and have the thanes hack it loose. Use the Action Booster to speed them. If they are attacked, help them fight off the attackers and then get them hacking at the boulder again.

#### NOTE

A troll or two may attack during this time. If so, use Carnal Fury and the Crush move to quickly dispatch them. Then get back to defending the thanes or helping them with Action Booster as they release the boulder.

The boulder rolls down and smashes the leftmost set of blue ice crystals. Follow the boulder's path and make sure that the crystals are gone. Then, veer right and look for the other set of blue ice crystals. Smash these crystals with your weapon.



#### NOTE

You could, of course, open the other circular door and hack loose the other boulder, causing it to roll down and smash the second set of crystals. But now that you're down here, that's unnecessary. Just smash the second set with your weapon!



Now you must clear out any enemies in the vicinity. These are Hela worshipers and ice trolls. (Just think of them as undead worshipers and regular trolls, but with different-colored gear.)

Kill the trolls first by entering Carnal Fury, grappling with them, then using the Crush move. Then finish off any other enemies in the area.



If you sustain casualties, look for a shaft of light that heals your men. Get in there to restore your force to full power.



A wheel now rises in the center of the room. Climb up to it and order your men to turn it. Three go there and start turning it.





Immediately get back down to the lower level and look for Hela priestesses. (These are identical to normal priestesses; their main attack is to enchant and kill your thanes.)

When you find a Hela priestess, engage Carnal Fury and kill her with grappling attacks. Then go back to fighting any other enemies in the area.

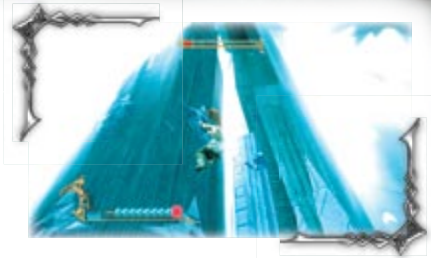


A second priestess is likely to appear shortly. Track her down and kill her in the same way you killed the first one.



Meanwhile, your thanes should have been slowly but surely turning that wheel. When they're done, a column at the base of the room becomes accessible. Run down to the column and look on the left side of it. Notice the handholds.

Climb the column, moving from one handhold to the next. When no more handholds are in easy reach overhead, look around the pillar to your left. You'll see another handhold at your level. You can slide across to that handhold and resume your climb.



Keep climbing this way, going up until you can't any more. Then slide to the left and go up again. Periodically, icicles hit you and knock you down a notch; just grab a lower handhold and climb back up.



Eventually you reach the top, where Hela sits atop a frozen throne. If you crave a heroic ending, rapidly tap Grab/Struggle to smother her. If it's a carnal ending you desire, activate Carnal Fury as you tap Grab/Struggle. Now, instead of smothering Hela, you smash her to bits!

Regardless of which method you choose, you are victorious, and the episode is complete!

You now return to Herot, once again to bask in the glory of your deeds.



## ACT III: SINS OF THE FATHERS

**Y**ou're now back at Herot, where feasting and revelry is already in full swing. The Danes are pleased by your great successes against Brecca and Hela—but more trouble is afoot. Beowulf's past will soon come back to haunt him. Enjoy your victories while you can!

### PREPARATION

When you get control of Beowulf and can move around the hall, your first visits should be to Wiglaf and Unferth, to buy upgrades for your special abilities.

Consider spending extra points in Carnal Fury Duration level and Damage level. This will ensure that you're a real powerhouse whenever you activate Carnal Fury.



Visit Wiglaf first. By now you should have enough upgrade points to achieve at least two (and probably three or four) upgrades in each of the four heroic categories. Do so. It never hurts to be well rounded!

Now visit Unferth and upgrade carnal abilities. Again, increase each carnal skill to at least the second upgrade level—or the third or fourth, if you've been getting lots of carnal upgrade points.



Now return to your bedchamber. From here, you can go out on the balcony and talk to Wulfgar. He will show you a map of the realm, thus allowing you to travel back to either of the two territories you explored in Act II.

If you missed some useful items (such as rune stones or weapons) on your first pass through those levels, or simply want to travel back to explore them again, you may do so now. Just select the appropriate territory from the map. Rejoin the walkthrough again once you've returned to Herot and are ready to advance to Act III.

When you're ready, go to your bedchamber and talk to the queen. You are asked if you're ready to face your destiny. Say yes.





Gear up at the Weapon Selection screen, and prepare yourself for battle! Truly, any weapons will do; there is no wrong choice here.

You face the golden shield, and a series of cutscenes plays. Time passes; Beowulf ages.

A dragon appears in the lands. Just as Grendel was a child sired by old King Hrothgar upon Grendel's mother, you learn that the dragon is in fact Beowulf's son by the same mother.



It now falls to Beowulf to kill his draconic offspring and thus save the land. Though he is now old, Beowulf refuses to step aside so a younger hero may face this task.

#### NOTE

As usual, the exact lines delivered by various characters, and the general appearance of Herot, are decided by which path you've chosen: hero king or monster slayer. Even your appearance in old age depends on this.

## EPISODE 15: THE GOLDEN DRAGON

*"THE FIERY DRAGON HAD DESTROYED THE PEOPLE'S FASTNESS WITH HIS FLAMES, AND LAID WASTE THE LAND NEAR THE SEA."*

You regain control of Beowulf as he stands with his thanes in the forest. You start out with a total of six thanes.

Note that this is the same forest you came through earlier, when you first sought out Grendel's mother in Act I. You'll be following the same path as before.



Keep moving as the path veers left. Hack through a second wooden fence and continue forward.

When you come to a stream, jump into it and follow it down. Go under a broken bridge, then veer left to get up on the left bank of the stream.



Follow the path as it crosses the stream again and leads toward a clearing.



Advance along the winding forest path. When you reach a wooden fence, hack through it and keep going.





As you approach the lake that leads to Grendel's mother, you have a conversation with Wiglaf. It is agreed that Wiglaf will stay here while you go ahead.



Go down toward the water. (You'll have to go forward and somewhat to the right to find a clear path to the left, which leads down to the water's edge.)



As you approach the lake, you are confronted by Shadow Thanes, ghosts of the men who died in battle serving you. A cutscene plays; you relinquish the golden horn given you by Hrothgar.

Now a golden figure approaches: your son, the dragon, in human form. He swiftly changes into his dragon form and attacks, snatching you up in his claws and carrying you off to a distant battleground.

## EPISODE 16: THE FINAL BATTLE

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*"THE RED-HOT FEROCIOUS BEAST ENCIRCLED BEOWULF'S NECK WITH ITS BITTER TUSKS, BATHING HIM IN HIS LIFE'S BLOOD,\* BLOOD FLOWED IN STREAMS."*

When you get control of Beowulf again you find yourself on a scorched island, with some glowing, lava-like areas mixed in with the solid ground.

### NOTE

The red, lava-like patches of ground won't damage you, so don't be afraid to walk on them.

You've prepared yourself as best you can. Now it's time to square off against the dragon.



Start out by running around a little and checking out the battlefield. While it may initially look like you can run for miles, you're actually confined to a roughly U-shaped section of land, plus a small chunk of land inside the U, and a little water around that chunk. The rest is impassable bog.

The area is largely empty, save for a few weapons piles, a few breakable pillars, and a bit of miscellaneous debris. If you chose the monster slayer (carnal) path, some of this debris will have Carnal Spores on it.

Grab a spear from one of the weapons piles or use the weapon you came with. You'll find that the weapon you use doesn't much matter in this confrontation.

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## The Dragon



The dragon is, as you might expect, extremely powerful. It has only a single long health bar, instead of the multi-segmented health bars that some boss monsters have, but it's exceptionally durable. You'll have to work extremely hard to chip that health bar down.

Understanding how the dragon fights is a key to success, so here are some guidelines on how it likes to behave.



When the dragon is far away from you, it usually charges toward you. As it charges, it breathes fire and puffs out its wings. You don't want to be too close to either the fire or the wings when it's charging.

If you let the dragon get close and stand right in front of it, it tends to stand on one giant claw and swipe at you with the other. Then it reverses its stance and swipes with the other claw. It may do this claw swipe a total of three times.

After the dragon gets sick of having you too close, it tends to fly straight up in the air and then drop like a rock, causing a damaging shockwave to shoot out from its body. You don't want to be around when this happens. We recommend rolling out of the area the instant the dragon takes off.

The dragon also has a couple of change-up moves, which it throws in for variety. Occasionally it will snap at you (forcing you to rapidly tap Grab/Struggle to break free). It will also (very rarely) flap its wings and slash at you with both claws at once. This double-claw attack almost always knocks you down—it's very difficult to avoid.

Finally, after chasing or fighting you for awhile, the dragon tends to fly off to a different part of the battlefield and regroup. Then, after a moment or two, it will charge back at you, breathing fire.

Since the dragon is very well armored, it's difficult to hurt it with regular attacks. Your best bet is to watch how far it travels when it charges toward you. When you've gauged that distance, try to stay just a bit outside that range, avoiding the flames, when the dragon charges. Then, when the dragon stops moving, run in to close range and either hold down the Block/Locked Strafe button to lock in on the dragon (if you're heroic) or power up Carnal Fury (if you've chosen the carnal path). Only one option will be available to you, based on your choices earlier in the game.

As the dragon attacks, you must dodge and then counterattack (if heroic) or simply avoid the attacking claw and aim an attack at the other claw (if carnal). Either way, use the Heavy Attack button. These counterattacks or heavy Carnal Fury attacks are the only reliable way to hurt the dragon. That's the strategy you'll be using to chip down the dragon's main health bar.

Once you damage the dragon down to the grapple point on its health bar, it takes off with you clinging to it. At this point it's merely a matter of watching for onscreen prompts, and then pressing the indicated buttons quickly enough. Do that, and the battle is yours.

Have you read the sidebar? Good. Now let's begin.

The early stages of your battle with the dragon should go something like this:



First, make sure you have a weapon. Just about any weapon will do, but if you start out unarmed, or you're dissatisfied with what you have, feel free to grab a spear from one of the weapons piles.





Run to the middle of the U-shaped area. Fighting here gives you the most options when fleeing the dragon. You don't want to run out of space when you're dodging. You also want to avoid slogging through the water if at all possible, because you move too slowly while you're in the water.

#### NOTE

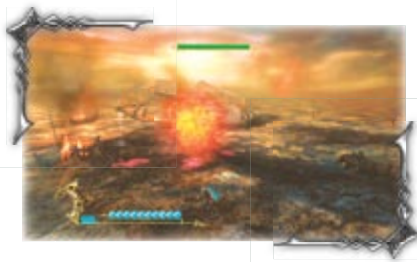
If you chose the monster slayer path, there's a slight additional complication to this battle: Shadow Thanes. These ghostly warriors follow you around and attack if you stand still for too long. You really don't need to worry about them much, though. Just move in small circles whenever you would otherwise be standing around, and ignore them while you're in Carnal Fury mode. They aren't particularly aggressive, so if you keep moving (and maybe whack them once or twice if they get too close) you'll be fine.

Above all, don't get sucked into paying attention to them. The dragon is the main event!

Keep your distance and watch the dragon when it charges toward you, breathing fire. It goes about the same distance every time it charges. You want to figure out how far away you must stand to avoid getting hit by the flames.



When you've got a handle on the distance the dragon likes to charge, stand facing it. Try to be a little bit outside its charge range.



When the dragon stops charging, either charge up Carnal Fury and run forward (if you chose the carnal path) or run forward and press and hold Block/Locked Strafe (if you're heroic). Move up until you're a short distance from the dragon and more or less centered in front of it.

The dragon now raises its opposite claw. Immediately dodge back in the opposite direction (if heroic) or simply move away from it and toward the claw that's



still on the ground (if carnal). Then press the Heavy Attack button to trigger another counterattack (heroic) or attack (carnal).

#### NOTE

It's important to dodge or walk in the proper direction. For example, if the claw on your left rises, you should dodge or walk to the right (toward the leg the dragon is resting on).

#### TIP

If you're too close to the dragon, your dodge may carry you underneath the dragon's body. That's *too* close. Sometimes you can get away with this, but sometimes even a well-timed dodge won't succeed if you're too close. If you get knocked down, clear out of there and regain a little health before trying again.



The dragon now raises its opposite claw. Immediately dodge or walk back in the opposite direction and press the Heavy Attack button to trigger another counterattack/attack.





Finally, the dragon may or may not perform a third claw attack. If it does, dodge/walk away and counterattack/attack a third time.

#### NOTE

Again, we stress that you only have one option, which is based on which path you followed. If you're heroic, you should be holding down Block/Locked Sstrafe, and then dodging and counterattacking with Heavy Attack. If you're carnal, you need to be in Carnal Fury mode. Then, when one of the dragon's claws rises, you need to hack at the other with Heavy Attack.



At this point the dragon will usually fly straight up into the air. If it does, you can bet that it will slam back down to the ground in a moment or two—and you don't want to be here when that happens.

The instant the dragon takes off, roll off to one side to avoid the impact. (Or just move off as quickly as you can, if you've chosen the carnal side.)

Now the dragon flies a short distance away to regroup. Congratulations! You have learned the basic pattern you'll use to chop the dragon's health bar down to almost nothing.



Of course, there are a few variations, and a few basic rules to follow. Check out the sidebar for these. Continue to intercept the dragon as it charges in, dodge and counter-attack (or use Carnal Fury and attack) whenever it swipes at you with its claws, then catch your breath so you can do it all over again.

### Staying Healthy While Fighting the Dragon

You start out with very little health, and even if you build up a great deal of health by successfully dodging, the dragon can whack you back down in a matter of moments. Because of that, this battle is more about smart defense than great offense. Here are some tips that will help keep you in the fight.

- If it has been a while since you were last hit, you will almost certainly survive one hit from the dragon, regardless of how it attacks you. But if you get hit when your health bar is already deep in the red, you're likely finished.
- A depleted health bar will regenerate back into the safety zone if you avoid the dragon for about 10 to 20 seconds. That's not hard if you keep moving.
- If the dragon hits you once, don't run back in for more. Instead, run away, and keep moving until your health bar is back in the blue. (This rule applies more to heroic players than carnal ones. You can be less cautious if you've chosen the carnal path, since you are more durable while in Carnal Fury than when you're out of it.)
- The more damage you've dealt to the dragon, the more conservative you should be. Get out of the area whenever you're hurt! It's no fun to have to start over after you've *almost* reduced the dragon's health bar to nothing.
- Don't bother trying to attack the dragon from behind, and don't try to sneak in an attack just after it has landed on the ground. You won't deal any damage that way, and you open yourself up to damage from tail whips and shockwaves, respectively.



Follow the advice of the sidebar, and play it safe as you continue to fight the dragon with your dodge/counterattack Carnal Fury/attack strategy.



## NOTE

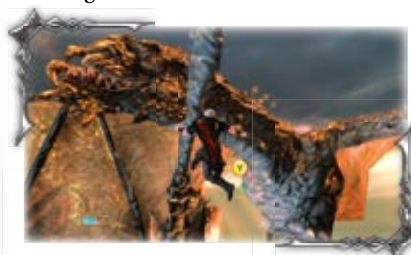
Carnal players: consider turning off Carnal Fury each time the dragon flies off, and turning it back on when the dragon returns. This ensures you won't run out of Carnal Fury in mid-battle with the dragon.

Remember, if the dragon damages you, clear out. This is especially the case when the dragon does one of its lesser-used moves, like the double claw attack. Just get out of the area, let yourself heal a bit, then start fighting once again.



When you've reduced the dragon's long health bar to nothing, approach it and rapidly tap Grab/Struggle. You grapple with the dragon.

Now the dragon takes off again, with you along for the ride. Watch the cutscene, but stay alert: You've entered the final phase of the fight.

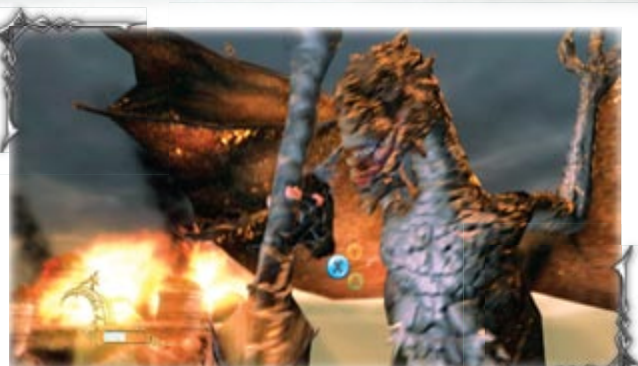


This last part of the battle takes place in midair. The only thing you need to do is *watch the screen for prompts*, then press the buttons you're told to press.

(We aren't specifying which buttons these are, because they can change every time. The only way to know which buttons to press is to watch the screen.)

## NOTE

If you fail this part of the fight, you (mercifully) do not have to repeat the entire battle. You can retry just this section, starting from the point when the dragon took to the sky.



We can tell you these things:

- Right from the start, you'll have to watch the screen and press two different buttons in sequence (follow those prompts!) to get a better grip on the dragon.
- After that, you'll be prompted to tap Grab/Struggle.
- Then, expect another couple of buttons to appear onscreen. Press those buttons, then expect to have to tap Grab/Struggle some more.
- You do *not* need to constantly press Grab/Struggle when no button prompts are onscreen. But if Grab/Struggle is what's onscreen, tap that button rapidly.



If you fail to get the button sequence right, start over. If no buttons are onscreen, you don't have to press anything. This makes it easy to just watch the screen for the next button prompt.

This isn't a difficult sequence to beat; you've dealt with a lot worse. We're confident you'll get it right after just a couple of tries.

Once you do get the sequence right, you defeat the dragon. But victory is bittersweet; Beowulf is mortally wounded.





## EPilogue: The Hero King

*"Thus the people of the Geats mourned their lord's fall. They said that among the world's kings, he was the mildest and gentlest of men, most kind to his people and most eager for praise."*

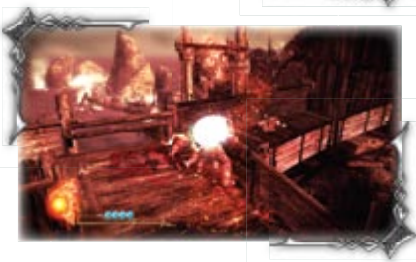
This episode is non-interactive; just sit back and watch.



If you chose the heroic path, the Danes grieve the loss of Beowulf, a flawed but nonetheless great king. If you chose the carnal path, the mourning is decidedly more subdued.



Beowulf's body is loaded onto a treasure ship, which is sailed out to sea. As it goes it is ignited by a spill of flame from a rocky outcrop. The ship now burns, so that Beowulf may receive a proper Viking burial.



As the ship goes down in flames, Wiglaf laments the passing of his friend. It is a tragic moment, tempered by the fact that Beowulf will live on through tales of his heroic deeds.



A final screen shows you what sort of legacy you leave behind. Remember the slider on the Game Status screen (which slid toward the heroic or carnal side based on how you played the game)? If your slider was in heroic territory, you'll see the heroic symbol and see a tally of the combat stats that resulted in the warrior king ending. And if your slider was on the carnal (monster slayer) side, you'll see the carnal symbol and a similar tally.

Now kick back and watch the credits. Congratulations! You have mastered *Beowulf*!

### NOTE

If you were playing on Thane difficulty, consider going back and completing the game again on Legend. Also consider playing the opposite style from your first play-through: if you chose the warrior king path, try being a monster slayer, or vice versa.



## APPENDIX: XBOX LIVE ACHIEVEMENTS

The following Xbox LIVE achievements can be unlocked as you play *Beowulf*.

Achievements are listed in ascending order of GamerScore awarded, then by achievement name.

### XBOX LIVE ACHIEVEMENTS

GAMERScore AWARDED	ACHIEVEMENT NAME	HOW TO ACHIEVE
20	Carnal Collector	Find and collect all carnal rune pieces
20	Completed Act I in Thane	Complete Act I in Thane difficulty
20	Completed Act II in Thane	Complete Act II in Thane difficulty
20	Heroic Collector	Find and collect all heroic rune pieces
20	Memento of Carnage	Kill 8 people within 1 Carnal Fury
20	Memento of Glory	Kill 8 enemies within 1 Heroic Storm
20	Morale Gasser	Activate the Heroic Storm 38 times
20	Prison Break	Find and save all thane prisoners
20	The Dodger	Dodge at least 88 times
20	The Slayer	Kill multiple enemies with a single attack on 28 different occasions
20	Towering Strength	Use pillars (grab them and swing them) to kill 8 enemies
30	Arm Ripper	Defeat Grendel
30	Brass Knuckles	Kill 58 enemies with your bare hands
30	Collateral Damage	Break 58 different objects
30	Dragonheart	Defeat the dragon
30	Eye Gouger	Defeat the sea serpent
30	Heart Crusher	Defeat the wolf
30	Ice Breaker	Defeat Hela
30	Legendary King	Reach max heroic index (get the Heroic/Carnal slider all the way into the blue)
30	Mythical Monster Slayer	Reach max carnal index (get the Heroic/Carnal slider all the way into the red)
30	Reignin' Blood	Buy all of the carnal upgrades
30	Rise of the King	Buy all of the heroic upgrades
30	The Untouchable	Block at least 58 attacks
30	Weapon Theft	Steal a weapon from 28 different enemies
30	Weapons of Choice	Kill at least 1 enemy with each of the available weapon types
50	Game Completed in Thane	Complete the game in Thane difficulty
50	Legendary Collector	Find all the legendary weapons
60	Completed Act I in Legend	Complete Act I in Legend difficulty
60	Completed Act II in Legend	Complete Act II in Legend difficulty
60	The Perfect Song	Perform the Grendel song perfectly
80	Game Completed in Legend	Complete the game in Legend difficulty



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